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Final Fantasy Crystal Chronicles: The
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FINAL FANTASY®
CRYSTAL CHRONICLES®
THE CRYSTAL BEARERS®

COVERS NINTENDO Wii™

Bryan Stratton and Casey Loe

GAME BASICS

Welcome to *Final Fantasy Crystal Chronicles: The Crystal Bearers*! This official game guide contains all of the tips, tricks, strategies, and secrets you need to conquer every enemy, solve every puzzle, and achieve 100 percent completion.

HOW TO USE THIS GUIDE

This guide is divided into eight main sections, each of which contains information vital to your success in *The Crystal Bearers*.

GAME BASICS

The Game Basics chapter contains all of the general information that you need to progress through *The Crystal Bearers*. It lacks the depth of the other chapters, but it's an essential overview for the skills and features that you'll use over and over—from combat techniques to chocobo riding lessons.

QUICK REFERENCE

The Quick Reference chapter is a companion to the Walkthrough that contains a variety of useful information, including the steps for multi-part optional missions, lists of every campaign and the enemies in them, the differences between the first and second playthroughs, and the locations of the Yuke Warp Points.

WORLD AND CHARACTERS

This chapter gives you a bit of background on the four tribes of the world of *The Crystal Bearers*, as well as more detailed information on the members of each tribe who figure prominently into the story.

MEDALS

The Medalopedia features a comprehensive list of the 330 medals that you can earn over the course of the game, with detailed strategies for achieving each of them. If you're a true completionist, who wants to see and do absolutely everything in the game, this is the chapter for you!

WALKTHROUGH

The Walkthrough chapters take you step-by-step through the entire story, with strategies and maps to help you get past every enemy and puzzle that you encounter along the way.

It also includes tips for completing many of the optional side-quests and earning the medals that accompany them, but it is not a comprehensive list of absolutely everything that you can do in the game.

BESTIARY

The Bestiary contains entries for every single enemy that you face during the course of the game. It lists their attacks, defenses, and (most importantly) how to defeat them. Whenever you encounter a new foe for the first time, this is the chapter to turn to.

MATERIALS AND ACCESSORIES

Over the course of the game, you can use materials to create accessories that enhance your abilities. This chapter lists the best places to find every material and how best to combine them to make the most powerful accessories.

EMBLEMS

EMBLEM GALLERY

Finally, the Emblems chapter features a visual guide of every emblem in the game, as well as the cost to create it and the number of items required to make it.

BASIC CONTROLS

The Crystal Bearers uses a Wii Remote and Nunchuk control scheme. You should hold the Wii Remote in your dominant hand, with your thumb on the ✚ and your index finger on B. The Nunchuk goes in your other hand, with your thumb resting on the Analog Stick and your index finger on Z.

CONTROLS

Button	Command
Ⓐ	Action (Context-Sensitive)
B	Crystal Bearer Powers
Analog Stick	Walk/Run
Z	Center Camera/Zoom
✚	Change Camera Angle
❶	Pause Menu
❷	Screenshot

Pushing slightly on the Analog Stick in any direction causes Layle to walk in that direction. The further you push it, the faster he runs. Get used to making Layle run forward and steering him by changing the camera angle with ✚.

A great tree upon which a large community of moogles dwe

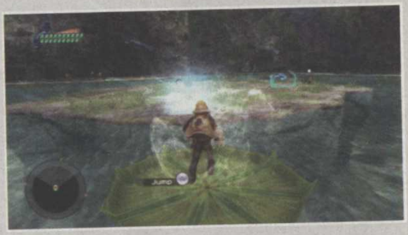
This gives you more precise control over Layle's movements and ensures that the camera is always centered behind him, giving you the best possible view of where he's going.

Menu Commands

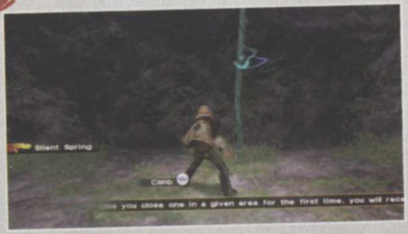
Generally speaking, whenever you're navigating a menu, ✚ or the Analog Stick highlights options, Ⓐ confirms them, and B cancels or backs up a level in the menu.

JUMPING

Ⓐ is used for a variety of context-sensitive actions. When you can jump to a distant platform, a blue jump icon appears on that platform, and a command prompt appears on the screen.



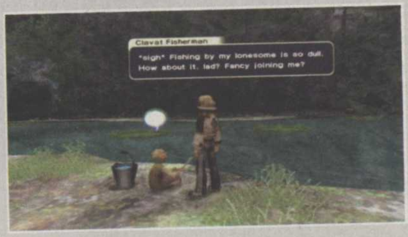
CLIMBING


Silent Spring
Climb
you close one in a given area for the first time, you will rece

When you are near the top or bottom of a ladder, vine, or pole that you can climb up or down, another command prompt appears on the screen. Press Ⓐ to climb.

TALKING

If a character has a word balloon over his or her head, it means that you can speak to him or her. Approach the character and press Ⓐ to begin talking, pressing Ⓐ to continue through the conversation.



Clavat Fisherman

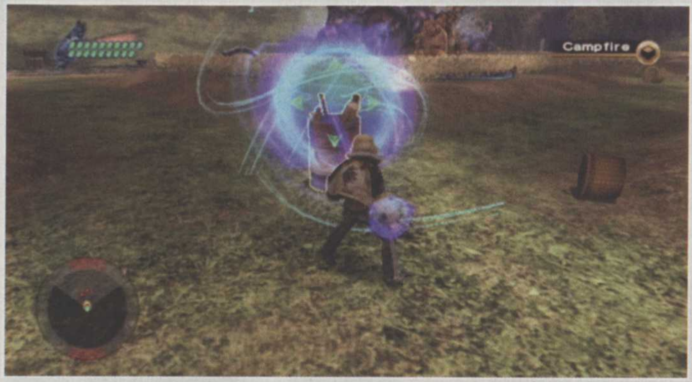
sigh Fishing by my lonesome is so dull. How about it, lad? Fancy joining me?

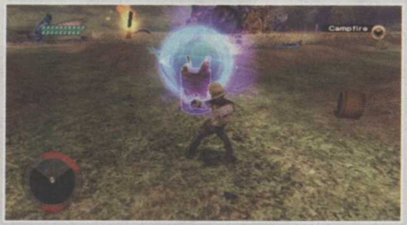
CRYSTAL BEARER POWERS

Layle is a crystal bearer, which gives him the unique ability to manipulate objects at a distance. All of his crystal bearer techniques have two parts to them: the lock and the action.

LIFTING OBJECTS

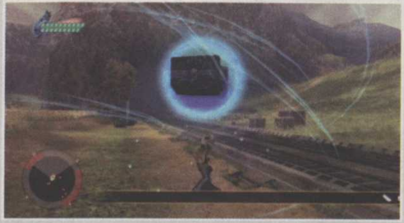
To lock on to an object, aim the Wii Remote at the screen to position the blue cursor over the object. If it is within range, you can lock on to it by holding B. If it is out of range, you get a message stating that you need to move closer.



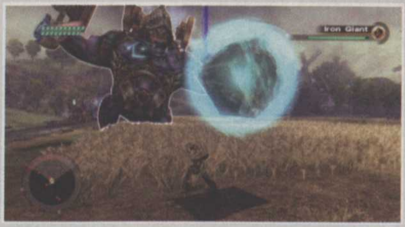


Once you are locked on to an object, you remain locked on to it as long as you hold down B and stay within range.

To throw an object to the right or left, swing the Wii Remote in that direction.



If you swing the Wii Remote up after locking on to an object, Layle will attempt to lift the object above his head. Layle can carry the object over his head as long as he remains in the same area, though most animate beings will eventually break free. (Moving into a new area causes you to drop the object.)



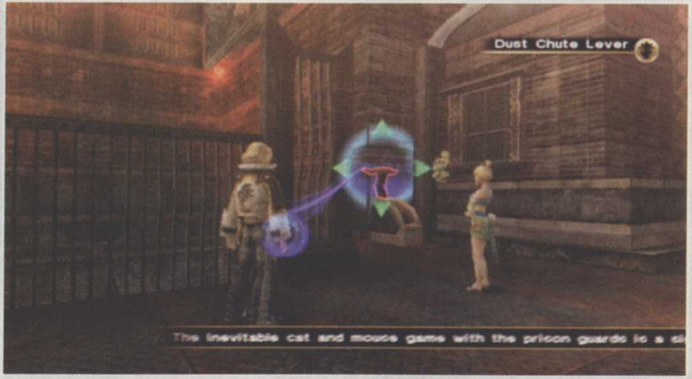
While carrying an object, you can release it by pressing A. You can also hurl it in the direction that you're facing by swinging the Wii Remote, or you can throw it precisely at a target by lining the cursor up with the target and pressing B.

Every Object is Different

Every object has a unique speed and arc when thrown. Some objects detonate on impact, causing fire damage to anything within range of the blast. Experiment with throwing a variety of objects to get a feel for how they travel through the air.

INTERACTION

You can also use Layle's crystal bearer powers to interact with environmental features such as doors and levers. Lock on to the item with B as usual and swing the Wii Remote to open or activate it.

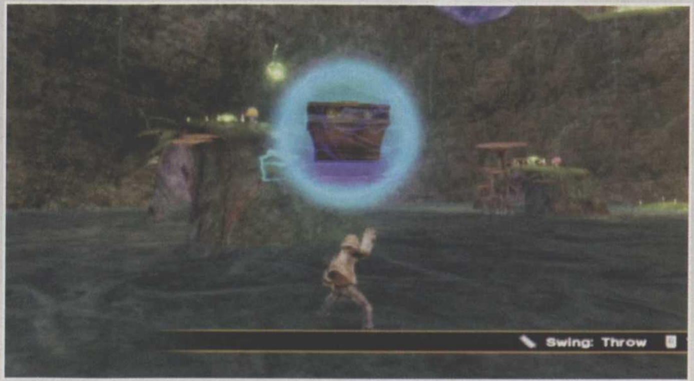


The inevitable cat and mouse game with the prison guards is a d

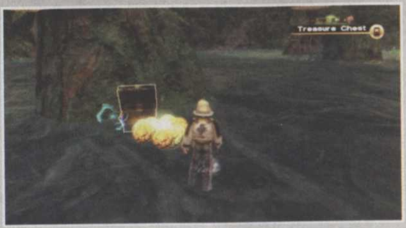
TREASURE CHESTS

Having Layle approach treasure chests, then pressing A is a simple way to open some of them. However, many chests are locked securely and must be broken open with Layle's bearer powers.

To open these stubborn treasure chests, lock on to them and either swing the Wii Remote straight down to jar them open, or lift the treasure chest and hurl it at a solid object with B.



PICKING UP REWARDS



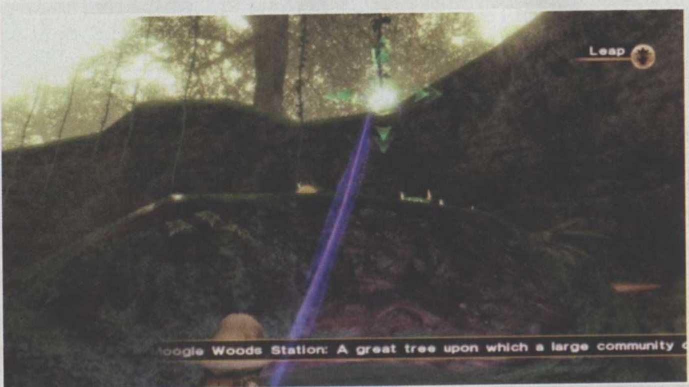
Defeated enemies and opened treasure chests leave rewards behind—either gil (coins), materials (blue cubes) or Life Hearts (green hearts).

These objects naturally gravitate toward Layle when he approaches them. If they're farther away, but still within range of his crystal bearer powers, you can position the cursor over them to pull them toward Layle. You do not need to press any buttons to attract them.

LEAPING AND SWINGING

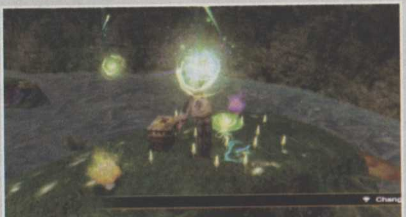
Finally, you can use Layle's bearer powers to help him leap up to distant ledges and swing across a line of overhead objects.

To leap up to a ledge, position the cursor at the edge of the ledge. If a command prompt appears on the screen, you can lock on to the ledge with B and swing the Wii Remote to vault up to it.



oogle Woods Station: A great tree upon which a large community

To swing across a line of overhead objects, lock on to the first one and swing the Wii Remote. Layle will automatically continue swinging along the line.



If you reach a point where you can't swing any further, you can swing the camera around to try to line up another jump, or you can press A to drop down from the object that you're hanging onto.

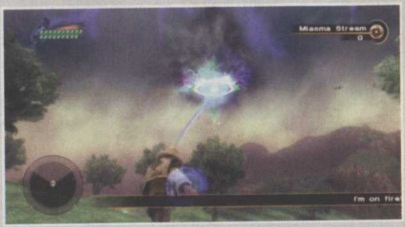
NO FEAR OF FALLING

Don't worry about dropping off of a ledge into the abyss below. If you fall below a certain point, Layle automatically uses his crystal bearer powers to pull himself back up to safety.

COMBAT

Combat only takes place in certain areas that alternate between a combat phase and a non-combat phase.

COMBAT PHASE AND MIASMA STREAMS



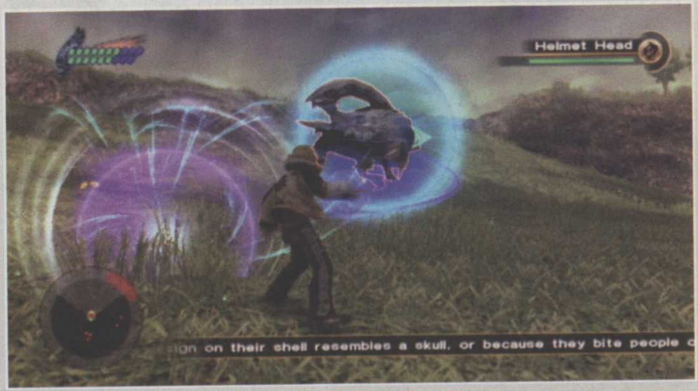
During the combat phase, a dark swirling cloud known as a Miasma Stream floats in the sky. If you can defeat all of the enemies in the area (the "campaign"), you can lock onto the Miasma Stream and swing the Wii Remote to close it. This immediately shifts the area into the non-combat phase.

Myrrh Fragments

The first time you complete a campaign and close the respective Miasma Stream, a Myrrh Fragment drops from the sky. Pick it up to add a bar to your Life meter.

You need to work quickly to complete a campaign—it's not just a matter of simply being able to defeat the enemies, it's a matter of being able to do it within the time limit.

You should have two strategies in mind when attempting a campaign: first, eliminate the biggest threats to you, since you must survive the campaign in order to complete it. However, if that's taking too long, you should defeat several weaker enemies quickly, because every enemy that you defeat adds time to the combat phase.



gn on their shell resembles a skull, or because they bite people

MUSICAL CUES

Pay attention to the music that plays during the combat phase. When it starts to fade out, you only have another 10 seconds before the phase shift. If you're close to completing the campaign, immediately seek out enemies that you can defeat quickly and extend the combat phase by doing so.

If you do not manage to defeat every opponent within the combat phase time limit, the area shifts to the non-combat phase. You must wait for the next phase shift to attempt the combat phase again. At the start of each combat phase, all of the enemies reappear, so you have to start from scratch.

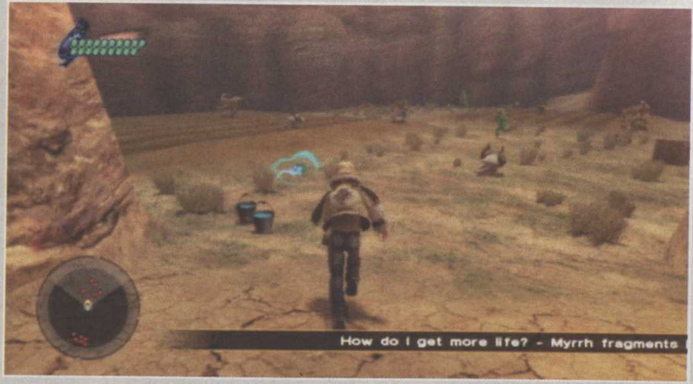
PROPER POSITIONING PAYS OFF

If you're having trouble clearing a campaign, it's a good idea to position yourself in the non-combat phase so that you're in a strategic position when the phase shift occurs.

For example, you may want to be near a pile of objects that you can hurl at the enemies, or position yourself in the middle of a group of weak foes that you can eliminate quickly.

RADAR

During the combat phase, your radar appears in the lower left corner of the screen when you are near enemies.



How do I get more life? - Myrrh fragments

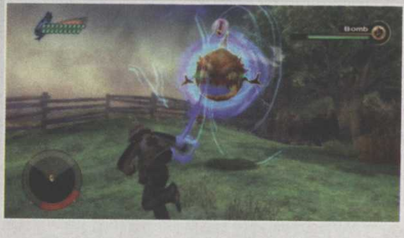
The outer ring is your long-range radar, and the red section indicates the general position of any remaining enemies. It's extremely useful for chasing down the last few foes when you don't have visual confirmation.

The inner circle is the proximity radar, which shows the precise locations of enemies near you. This is handy for keeping foes from sneaking up behind you, or to zero in on them when you draw near.

ATTACKING

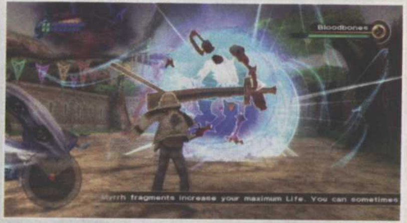
All of Layle's attacks are performed with his crystal bearer powers. Like interactions with objects, his bearer attacks begin with a lock and finish with an action.

LOCK ON



Locking on to enemies is trickier than locking on to objects, because you need to hold the cursor on the enemy until the circular meter fills completely. Once you have a lock on an enemy, you maintain it as long as the enemy remains within range and on screen.

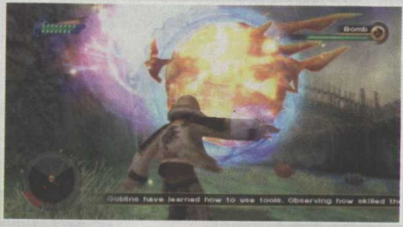
The closer you are to the enemy, the faster you lock on to it. Initially, you might be tempted to hang back and try to lock on to enemies from a distance, but this is actually one of the worst possible strategies—it takes far too long to get the lock, and the enemy can move out of range and break it before you have it locked in.



Myrrh fragments increase your maximum Life. You can sometimes

Be aggressive and get in close with enemies when locking on to them. As long as you act quickly once you have the lock, you will be able to keep them from attacking you before you can attack them.

STUN



Goblins have learned how to use tools. Observing how skilled th

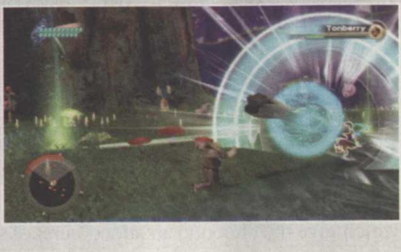
Generally speaking, if you swing the Wii Remote right or left after locking on to an enemy, you will either throw or spin it. Either action usually results in the enemy taking slight damage, but more importantly, it generally also leaves it stunned and vulnerable.

You can often swing the Wii Remote up to toss an enemy over your head as well. The enemy is typically stunned when it lands.

Know Your Enemy

Some enemies resist these sorts of attacks or have a counter-attack that they can use against you. Consult the Bestiary at the end of this guide to see if the foes you're facing won't fall for this attack.

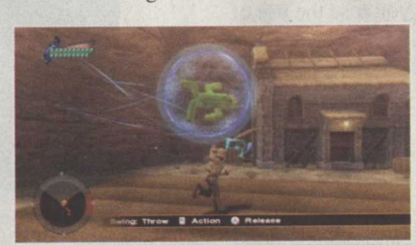
HURL OBJECTS



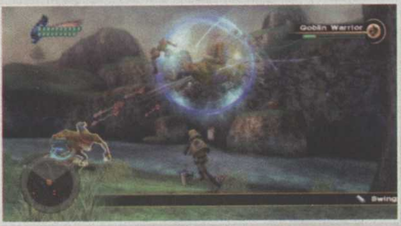
Another great way to stun an enemy (and inflict greater damage) is to pick up an object and throw it at a foe. With the object held over your head, aim the cursor at the enemy and press B.

Certain objects, like heavy rocks or cannon shells, do tremendous damage and can defeat a weaker foe in a single blow.

PICK UP



When an enemy is stunned, you can lock on to it and swing the Wii Remote up to hold it above your head. The enemy can free itself after a short time, so whatever you're going to do with it, do it quickly!



Many enemies have special attacks that can be turned against their allies if you press B while holding them. For example, sahagins fire a water blast in the direction that you're facing, and tonberries stab the enemy directly in front of you, defeating it in a single strike.

You usually only get to use the enemy's special attack once or a handful of times. Pressing B after the attack is used up throws the enemy in the direction of the cursor.

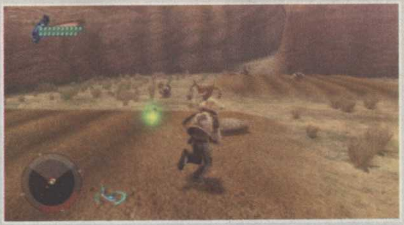
Throwing a held enemy into a solid object, like a wall or a tree, inflicts some decent damage. Throwing the enemy into another enemy hurts both enemies at once.

DODGE ROLL

To avoid an enemy's attack, swing the Wii Remote while running to execute a dodge roll. While in a dodge roll, you are completely invincible.

However, once you come out of the dodge roll, you cannot execute another one immediately, so keep in mind that you are vulnerable to attack for a second after the roll completes.

LIFE



Layle's health is measured on the Life meter in the upper left corner of the screen. Green dots represent Layle's health, and empty ones indicate the Life that he's lost from enemy attacks. When Layle's Life is very low, the cursor also turns from blue to red to warn you.

You can recover Life by picking up the Life Hearts that some defeated enemies leave behind. Plucking certain fruits off of trees can also restore Life.

Each Myrrh Fragment that you collect extends Layle's Life meter by one. Most Myrrh Fragments come from closing Miasma Streams after defeating all enemies in an area, but a few can be found in out-of-the-way treasure chests as well.

If Layle is defeated in battle, you have the option of resuming from your last save. Because the game autosaves whenever you enter a new area, you probably won't have to do much backtracking. You also come back with a full Life meter, which doesn't hurt!

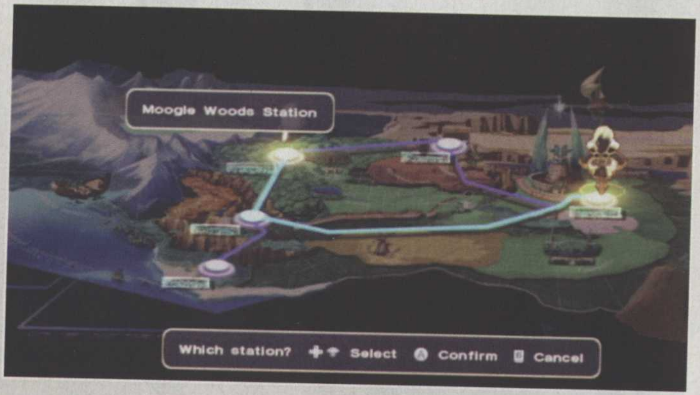
GETTING AROUND

Walking and running are Layle's primary modes of transportation, but at certain points in the game, two new travel options become available.

SELKIE TRAIN

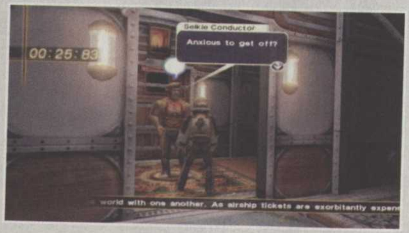
The Selkie Train becomes available after Layle and Keiss convince Vaigali to use Cid's new steam engine in the train. At that point, you can board the Selkie Train in any of the following locations and speak to the conductor to take it to any other station:

- **Grassland Station**
- **Costa Faguita**
- **Red Leaf Station**
- **Moogle Woods Station**
- **Prison Sands Station**



While on the Selkie Train, you have a minute to explore it. Opening the doors to the five rooms in the second car is usually worth it, as you can often find a couple of treasure chests randomly placed in the rooms.

Master Vaigali on behalf of the Lilty Kingdom. Its tracks criss-cr



Anxious to get off?

world with one another. As airship tickets are exorbitantly expen

If you just want to reach your destination instantly, speak to the conductor again in the first car of the Selkie Train. You arrive immediately and don't have to wait for the full minute to pass.

CHOCOBOS

When your quest takes you back to Alfitaria Capital City for the second time, you gain the ability to ride chocobos, large birds that make for fast steeds.

Press Ⓐ to mount a chocobo and use the Analog Stick to steer it. Shake the Wii Remote to perform a dash for a quick burst of speed. Press 🅱 to dismount the chocobo, which runs back to its corral.

Dash
Dig
Get Off

While riding a chocobo, you often see sparkles rising from the ground. Stand on top of one and press Ⓐ to have the chocobo dig it up. Blue sparkles indicate gil, and green sparkles mark the location of Gyshal Greens, which give the chocobo an added burst of speed for its next dash.

Swing: Dash
Dig
Get Off

While riding a chocobo, you lose the use of Layle's bearer powers, but chocobos can outrun just about any enemy, and they knock down foes that stand in their way. However, this doesn't inflict any damage, so you can't use it as a combat strategy.

PAUSE MENU

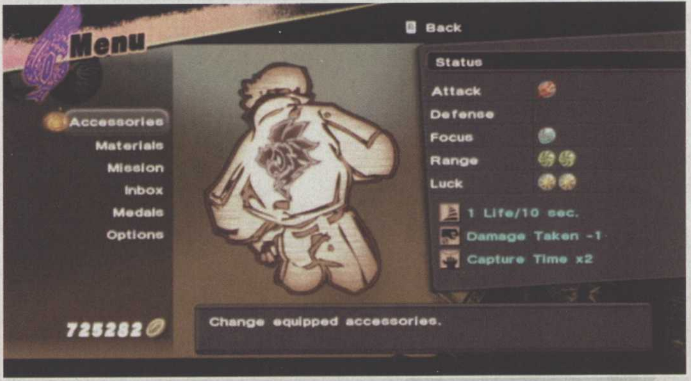
Pressing ❶ at any time pauses the game and brings up the Pause Menu. The default screen shows Layle's status, and there are six submenus that you can access from there.

STATUS

In the middle of the status screen there is an illustration that represents the emblem that Layle is currently wearing. His ratings in his five attributes are located to the right of that:

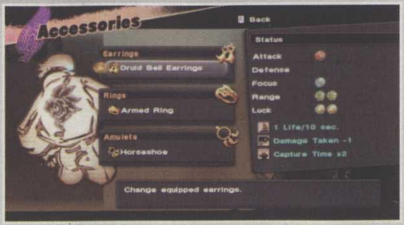
Attack:	The higher the value, the more damage Layle inflicts on enemies with his attacks.
Defense:	A high Defense reduces the amount of damage that Layle takes from enemy attacks.
Focus:	The higher his Focus, the faster Layle locks onto enemies.
Range:	Higher Range values extend the effective range of Layle's crystal bearer powers.
Luck:	A high Luck value increases the likelihood that Layle can obtain rare item drops from defeated enemies.

These attribute ratings are determined by the accessories that Layle is wearing. Sometimes they also endow him with special abilities, which appear in blue text below the attribute list.


Menu
Back
Accessories
Materials
Mission
Inbox
Medals
Options
Status
Attack
Defense
Focus
Range
Luck
1 Life/10 sec.
Damage Taken -1
Capture Time x2
725282

Change equipped accessories.

ACCESSORIES

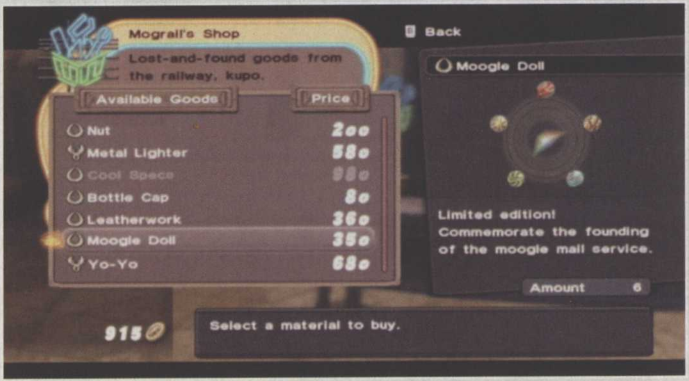

Accessories
Back
Earrings
Druid Bell Earrings
Rings
Armed Ring
Amulets
Horseshoe
Status
Attack
Defense
Focus
Range
Luck
1 Life/10 sec.
Damage Taken -1
Capture Time x2

Change equipped earrings.

Accessories are worn by Layle to improve his attributes and grant him special abilities. There are three types of accessories (earrings, rings, and amulets), and Layle can only wear one of each at a time.

Accessories can be purchased or created at various shops. There are four types of shops:

Moogle Shop:	Purchase raw materials used in the construction of accessories.
Workshop:	Assemble materials into accessories, for a price.
Emblem Shop:	Create a new emblem for Layle to wear.
Jewelry Shop:	Purchase pre-made accessories for a large sum of gil; use these shops sparingly.


Mograil's Shop
Back
Available Goods
Price
Nut 200
Metal Lighter 580
Cool Space 990
Bottle Cap 80
Leatherwork 360
Moogle Doll 350
Yo-Yo 680
Moogle Doll
Amount 6
915

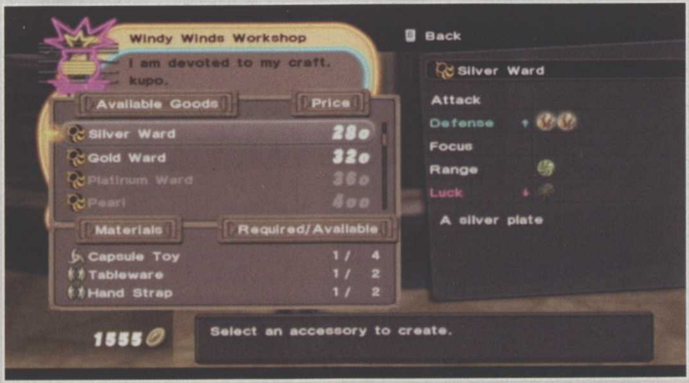
Lost-and-found goods from the railway, kupo.

Limited edition! Commemorate the founding of the moogle mail service.

Select a material to buy.

Once you create or purchase an accessory, it cannot be sold or broken down into its component materials. It remains in your inventory for the rest of the game.

However, this also means that you can switch between different accessories as needed in order to gain specific advantages in certain situations.


Windy Winds Workshop
Back
Available Goods
Price
Silver Ward 280
Gold Ward 320
Platinum Ward 360
Pearl 400
Materials
Required/Available
Capsule Toy 1/ 4
Tableware 1/ 2
Hand Strap 1/ 2
Silver Ward
Attack
Defense
Focus
Range
Luck
1555

I am devoted to my craft, kupo.

A silver plate

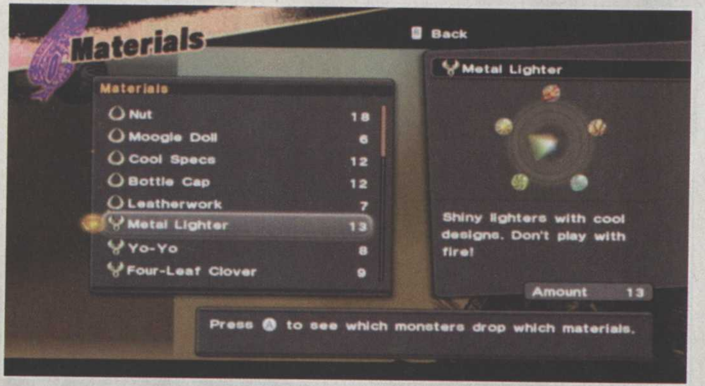
Select an accessory to create.

Want to Know More?

If you want to know more about accessories, refer to the Materials and Accessories chapter toward the end of this guide.

MATERIALS

If you want to view the materials that you have in your possession, you can do that through the materials submenu. If you obtained the material from an enemy, you can view which enemy or enemies dropped it by pressing Ⓐ while highlighting the name of the material.



Materials

Nut	18
Moogle Doll	6
Cool Specs	12
Bottle Cap	12
Leatherwork	7
Metal Lighter	13
Yo-Yo	8
Four-Leaf Clover	9

Metal Lighter

Shiny lighters with cool designs. Don't play with fire!

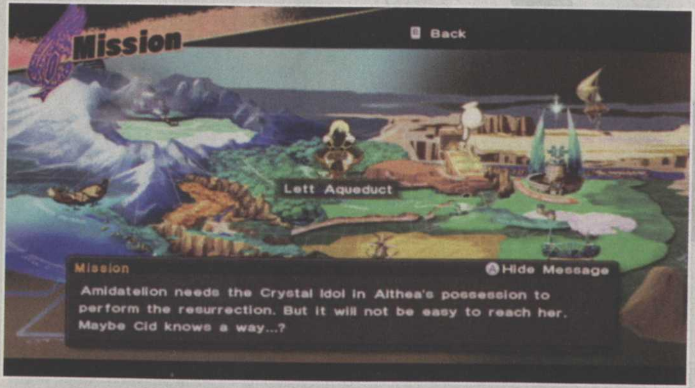
Amount 13

Press Ⓐ to see which monsters drop which materials.

MISSION

The Mission submenu reminds you of your current objective and indicates the general location of it on the world map, as well as your current position.

The text description of the mission tells you the name of the area that you're currently in and what you need to do next in order to continue your adventure.

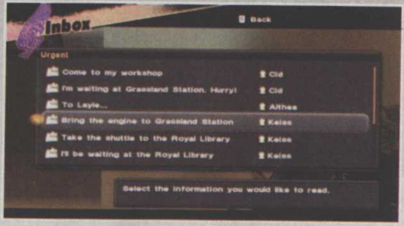


Mission

Amidatelion needs the Crystal Idol in Althea's possession to perform the resurrection. But it will not be easy to reach her. Maybe Cid knows a way...?

INBOX

The Inbox submenu stores every message that you've received during your quest, so that you can go back and refer to them at a later date. There are three types of messages:



Urgent

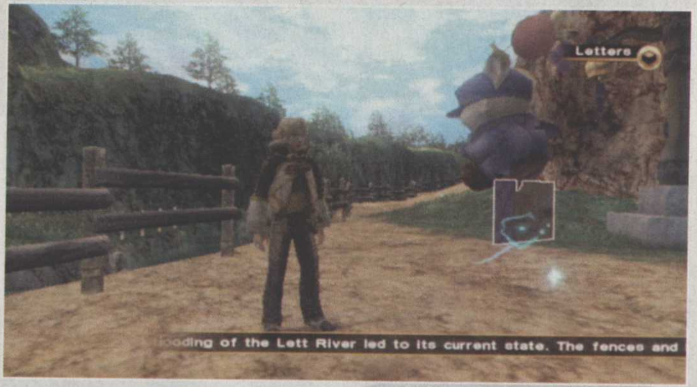
Come to my workshop	Cid
I'm waiting at Grassland Station. Hurry!	Cid
To Layle...	Althea
Bring the engine to Grassland Station	Keiss
Take the shuttle to the Royal Library	Keiss
I'll be waiting at the Royal Library	Keiss

Select the information you would like to read.

Urgent: These are the mission-critical Moogle Mail messages that you are forced to read.

UMA News: Pick these up from newsstands by locking on to the newsstand and swinging the Wii Remote up; they often contain material prizes.

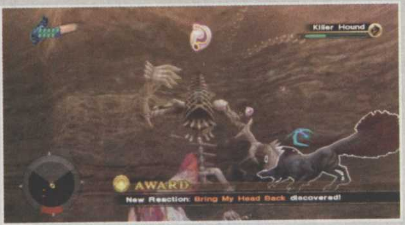
Other: These are the regular Moogle Mail messages that you read over the course of the game. Whenever you see a Mail Moogle, lock on to the letter that it carries (not the moogle itself) and swing the Wii Remote up to get the letter.



ooding of the Lett River led to its current state. The fences and

MEDALS

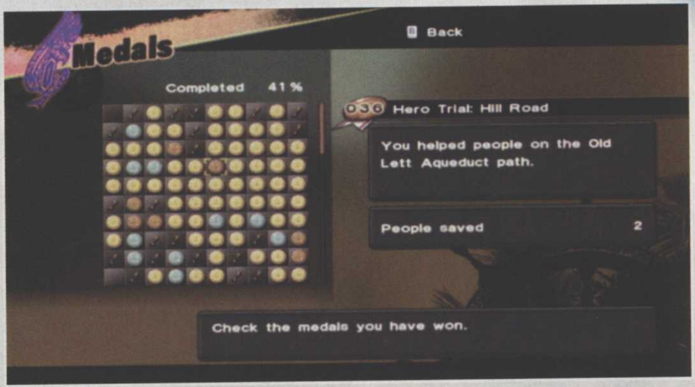
There are 330 medals that you can earn over the course of your adventure. Some are as simple as getting a material for the first time, while others require you to travel the length and breadth of the Lilty Kingdom.



New Reaction: Bring My Head Back discovered!

Whenever you earn a medal, a message appears at the bottom of the screen to notify you. You can only earn a medal once, but many medals have bronze, silver, and gold versions that you can earn, so you can always improve bronze and silver medals.

When you earn a medal, it appears in a grid in the medals submenu. All medals that you have not earned, but are adjacent to medals that you have earned, display clues about how to get them. Refer to the Medalopedia in this guide for detailed directions on how to earn the gold version of every medal.



Completed 41 %

036 Hero Trial: Hill Road

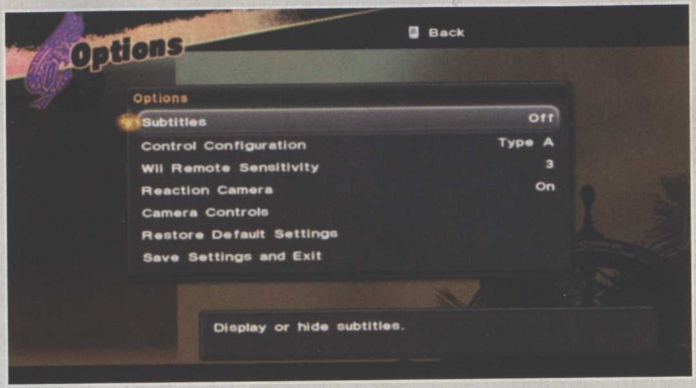
You helped people on the Old Lett Aqueduct path.

People saved 2

Check the medals you have won.

OPTIONS

If you want to toggle subtitles on or off, or alter the control scheme, or change the camera controls or the Wii Remote's sensitivity, the Options submenu is where you want to go. After making the changes, choose "Save Settings and Exit" to return to the Pause Menu.



Options

Subtitles Off

Control Configuration Type A

Wii Remote Sensitivity 3

Reaction Camera On

Camera Controls

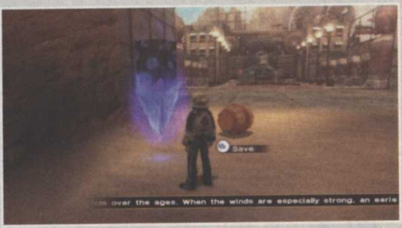
Restore Default Settings

Save Settings and Exit

Display or hide subtitles.

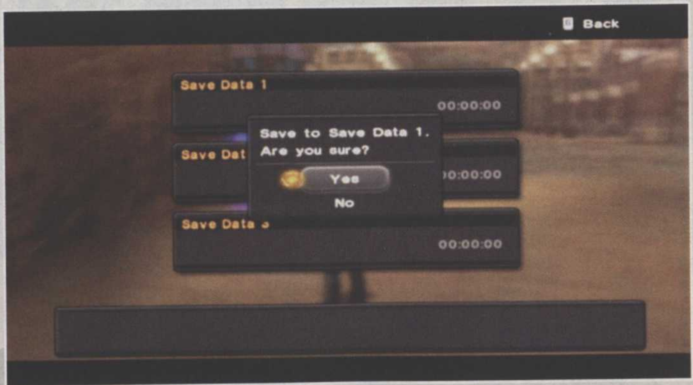
SAVE DATA

There are three save slots for you to save your game data. You can only save your game at the large blue crystals known as Save Points.



over the ages. When the winds are especially strong, an eerie

However, there is also a fourth save slot for your autosave. Every time you enter a new area, or between phases of an extended boss battle, your game is saved in this autosave slot. If you are defeated, you resume your game from the most recent save.



Save Data 1 00:00:00

Save Dat 00:00:00

Save to Save Data 1. Are you sure?

Yes

No

Save Data 3 00:00:00

WORLD AND CHARACTERS

With the exception of a select number of scenes, *The Crystal Bearers* takes place within a world dominated by the Lilty Kingdom. Although it is a largely peaceful land, tribal tensions simmer under the surface, a legacy of the Great War out of which the Lilty built their kingdom.

Each of the four original tribes Lilty, Selkie, Clavat, and Yuke has a crystal associated with it. The unifying power of the four crystals is referred to as the Crystal Principle, which maintains harmony throughout the land.

However, with the destruction of the Yuke crystal during the Great War and the subsequent disappearance of the Yuke Tribe, the Crystal Principle has been thrown dangerously out of balance. Miasma Streams have appeared across the Lilty Kingdom and flooded the land with strange and deadly monsters. If the Crystal Principle cannot be restored, the Lilty Kingdom and life as it is currently known may cease to exist.

THE FOUR TRIBES

There are four tribes whose crystals make up the Crystal Principle: the Lilty, the Selkies, the Clavat, and the Yuke. All except the Yuke Tribe currently reside in the Lilty Kingdom.

LILTY TRIBE

The Lilty Tribe is the most dominant tribe in the world, and they control a vast kingdom. They dwell in the kingdom's urban areas, including Bridge Town and Alfitaria Capital City. Their presence extends through the surrounding lands, including Cherry Checkpoint and the Chocobo Circuit.

In general, the Lilty think that they are quite sophisticated and cultured, an attitude that has caused more than one resentful Selkie to view them as spoiled snobs. Many Selkie often refer to them derisively as "onions," due to the peculiar shape of their heads.

HIGH COMMANDER JEGRAN

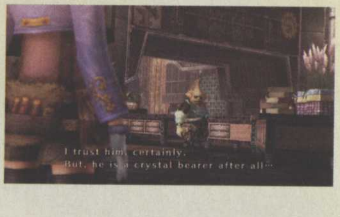
Jegran is one of the most well-known and feared Lilties in the kingdom. As the High Commander of the Lilty Army, he is its highest-ranking officer and an influential and powerful figure within the Lilty Kingdom.

ALTHEA

When Althea first appears in the story, she's just a young girl with a misbehaving ferret and a fondness for a good cup of tea. However, as a cheeky Selkie might say, there are deeper layers to this particular "onion."

CID

Cid is the greatest scientific mind in the Lilty Kingdom. Formerly the Chief Engineer of the Lilty Kingdom, he essentially took over a part of Bridge Town and established his own private workshop there. Although his repurposing of Bridge Town didn't sit well with some of the Lilty aristocracy, Cid's technical achievements have earned him a great deal of goodwill among the people. Kind and generous, Cid has taken a particular interest in Layle and always has time to spare for him.

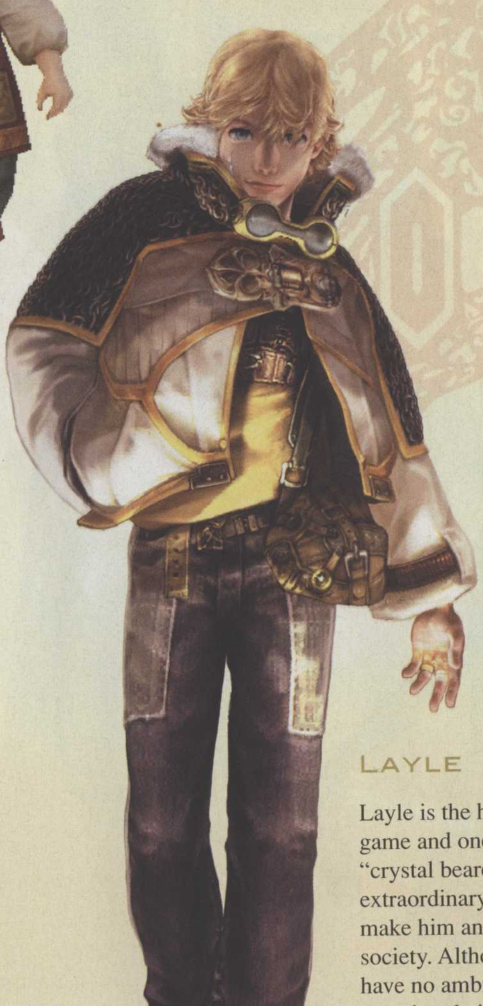


I trust him, certainly.
But, he is a crystal bearer after all—

CLAVAT TRIBE

Most Clavat are rural farmers in agrarian areas, including the Lett Highlands, Lett Aqueduct, and the Harvest Prairie. They also tend to be the most religious of the tribes and can often be found making the treacherous journey to the Rivelgauge Monastery via Red Leaf Station, the Holy Mountain Way, the Pilgrim's Ice Cave, and the Snowfields.

Although most Clavat are people of modest means and limited political influence, they don't harbor the same tribal resentment against the Lilty that the Selkie do, despite having lost the Great War to the Lilty. Instead, Clavat prefer to be allowed to go about their day-to-day business.



LAYLE

Layle is the hero of the game and one of the titular "crystal bearers," gifted with extraordinary powers that also make him an outcast from society. Although most Clavats have no ambition beyond securing their daily sustenance, Layle has an exceptional hunger for adventure and danger that sets him apart from other members of his own tribe.

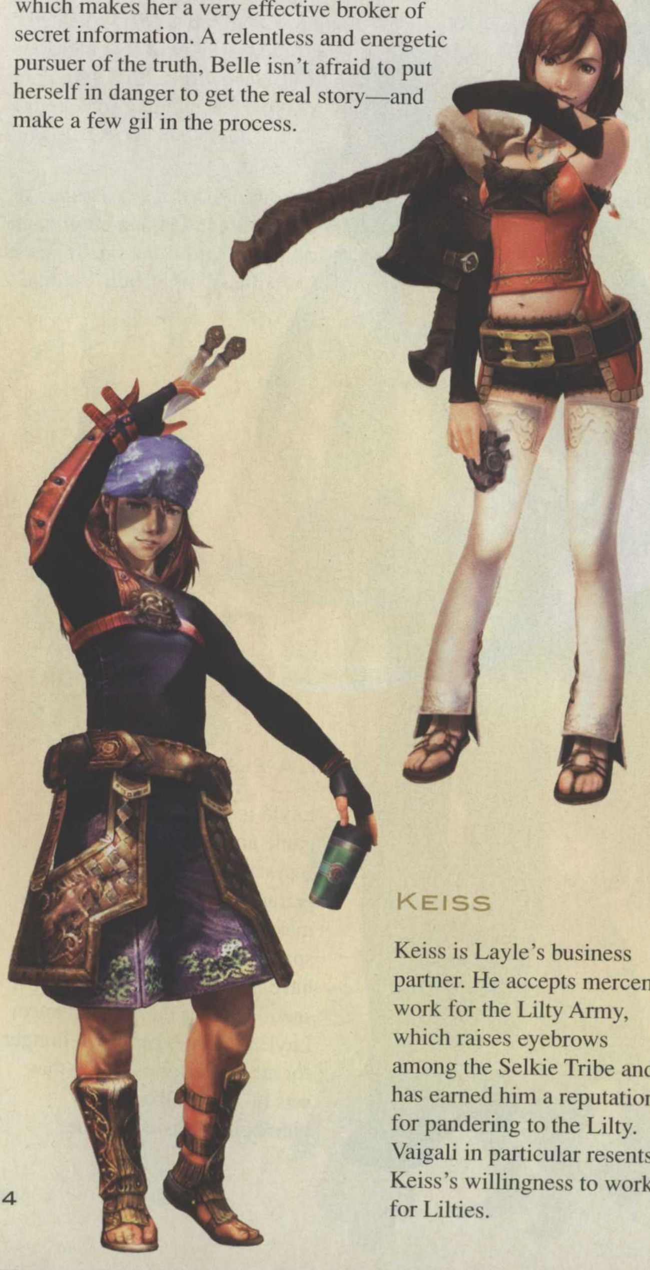
SELKIE TRIBE

Selkies are an impish, free-spirited tribe who make their home in and around the Selkie Guild, an autonomous region of the world outside the jurisdiction of the Lilty Kingdom. They can be found almost exclusively in coastal areas, such as Costa Faguita, Hush-hush Pond, and High Tide Cove.

Selkies maintain a resentful independence from the Lilty, but they have never engaged them in open hostilities, unlike the Clavats, who fought (and lost to) the Lilties in the Great War. Nevertheless, that doesn't keep the Lilties from riding the Selkie Train, the most efficient method of traveling across the kingdom, nor does it prevent the Selkies from taking Lilty gil for the fare.

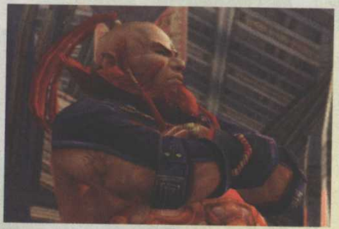
BELLE

Belle has a knack for always being somewhere that she's not supposed to be, which makes her a very effective broker of secret information. A relentless and energetic pursuer of the truth, Belle isn't afraid to put herself in danger to get the real story—and make a few gil in the process.



VAIGALI

Vaigali is the leader of the Selkie Guild, where he resides. Brash and bombastic, he is the living embodiment of the traits that Selkies are most famous (or infamous) for: proud independence and a deep dislike and resentment of the Lilty Tribe.



KEISS

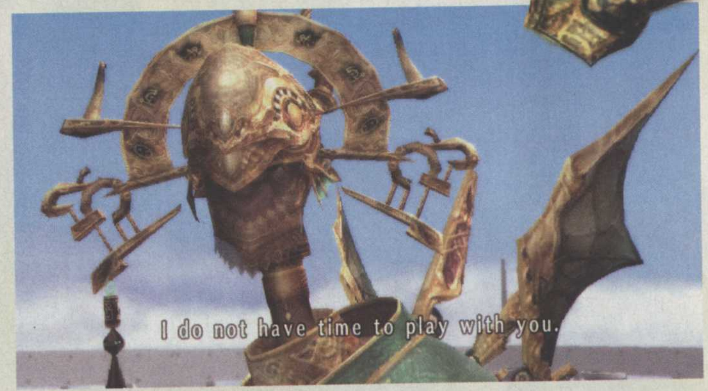
Keiss is Layle's business partner. He accepts mercenary work for the Lilty Army, which raises eyebrows among the Selkie Tribe and has earned him a reputation for pandering to the Lilty. Vaigali in particular resents Keiss's willingness to work for Lilties.

YUKE TRIBE

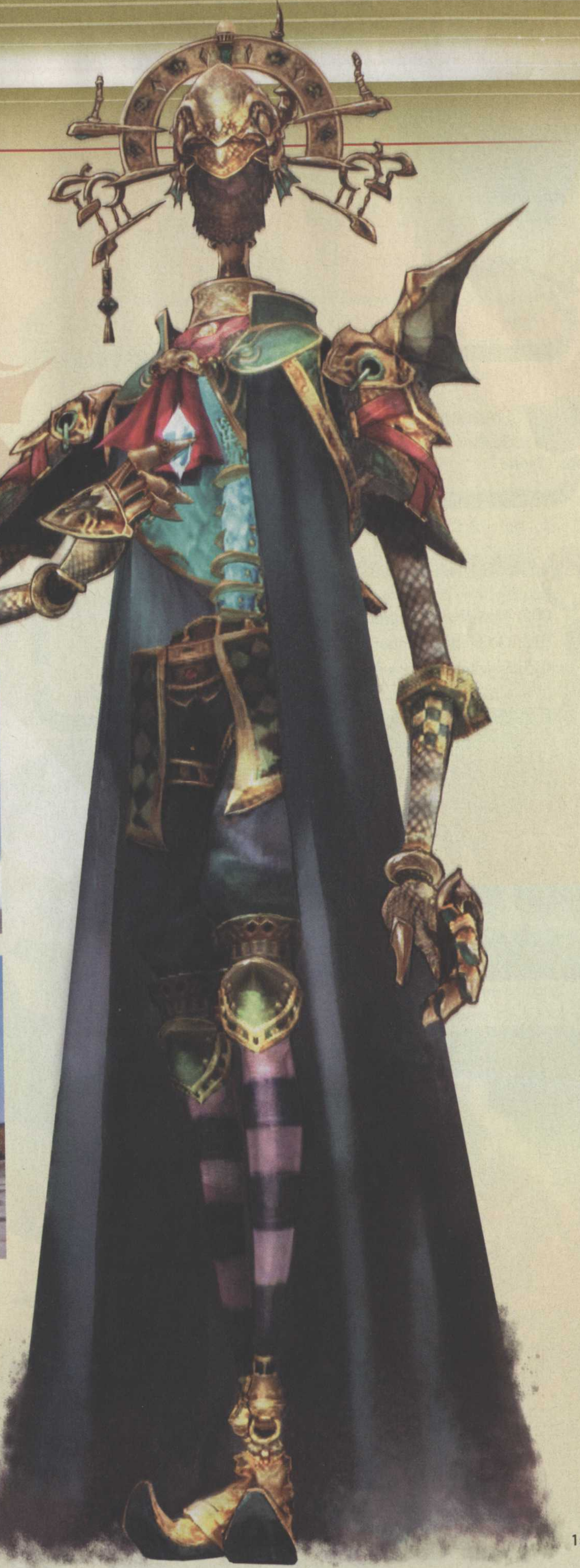
The Yuke Tribe's crystal was shattered during the Great War, which banished the Yukes to a realm between existence and oblivion. It's been so long since the Yuke have been seen in the world that some of its younger inhabitants think of them as legends, if they think of them at all.

AMIDATELION (GOLDENROD)

Amidatelion is a mysterious figure who is responsible for the crash of the *Alexis* airship at the start of the game. Amidatelion's history, motivations, and purpose are all mysteries that Layle and his compatriots must solve.



I do not have time to play with you.



AIRSHIP DISASTER

Your adventure begins as Layle and Keiss are on an uneventful escort of the Alexis—a luxury passenger airship on her maiden voyage. But things aren't going to stay quiet for long…

Enemies

None

Treasure Chest Rewards

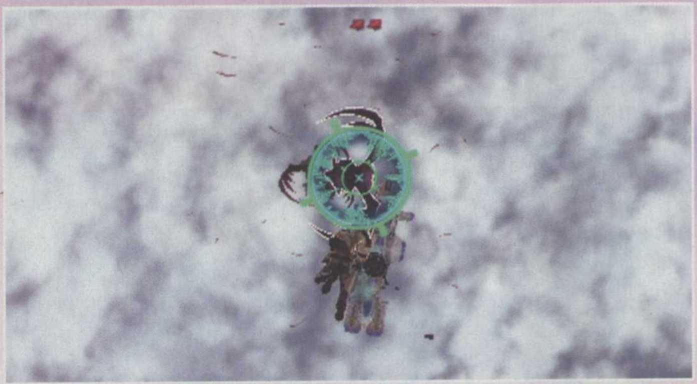
None

Medals Available for the First Time

005: New World Record
012: Go Getter Gunner
013: Crystal Bearer's Arrival
025: Champion Racer

The appearance of a large winged monster shakes Layle out of his complacency. Dozens of similar beasts appear and attack the Alexis. Keiss tells Layle that there's nothing they can do, but Layle grabs a gun and leaps into the open sky anyway.

Don't worry about landing safely—your only concern should be shooting the monsters out of the sky. Point the Wii Remote at the screen to aim the targeting reticle and press B to fire. You're not graded on accuracy, so just hold down B to blast wherever you're aiming.



Bulletproof

Most monsters can be obliterated with a single shot, but the big one is stronger and cannot be taken down by your weapon alone. Ignore it, and focus instead on the ones you can destroy.

012: Go Getter Gunner

If you shoot at least 40 monsters, you earn this award. Aim for large groups of them, rather than chasing individual beasts and missing the chance to score big. Shoot 40-49 for the bronze, 50-59 for the silver, and 60 or more for the gold.

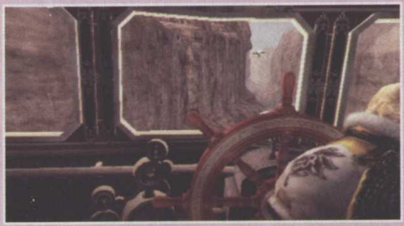
Your score for the shooting game appears at the end of it; you earn 10 points for each monster you destroyed.

High Commander Jegran surveys the damage from the deck of the Alexis and barks at a young female photographer. Layle lands on the deck just in time to witness the appearance of a strange intruder, who uses a green crystal to absorb the engines' crystal shards. Layle uses his formidable powers as a crystal bearer to fight this attacker, but to no avail. It escapes by way of a winged monster, but it leaves the crystal behind on the deck of the rapidly sinking Alexis.

Jegran, Layle, and the photographer rush to the helm. The Lilty crew is unconscious, and the Alexis seems doomed. With no other options, Layle decides to use his power to try saving the ship.

Canyon Run

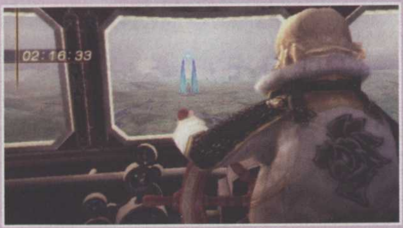
Buckle up! You're in for a wild ride. Using the Nunchuck Analog Stick, you must steer the Alexis through a narrow winding canyon, while avoiding the rock walls as much as possible. Although you get an earful every time you scrape the hull against the canyon wall, you can't actually fail to bring the Alexis in for a relatively safe landing.



It takes a few moments to get used to steering the airship. The key is to turn early. If you see a left turn in the distance, start turning left well before you come to the turn, because it takes the Alexis a second or two to respond. If you wait until the turn is upon you, you always hit the canyon wall.

Also, don't worry about any obstacles that span the width of the canyon. Keiss has your back and is able to blast them out of the way before you reach them.

At the end of the first half of the run, you drop down into a river. Continue piloting the Alexis, using the same skills and strategies as before.



When you enter the cave at the end of the river, steer right. It's almost impossible to see the path in the gloom of the cave, but that's the direction that it turns. When you reach the end of the cave, the run is over, and your time is displayed.

005: NEW WORLD RECORD

If you've got off-the-charts airship piloting skills, prove it by not hitting the canyon walls at all throughout the entire canyon run. Not only do you earn an award for doing it, but we'll let you pilot our airship anytime!

025: CHAMPION RACER

Earn this medal by finishing your wild ride on the Alexis within 115 seconds (105 seconds for a gold medal). It's very difficult to earn this medal when you first pilot the Alexis, so don't worry if you don't get it on your first try. You will be able to replay the event later in the game and adjust the speed of the airship, which makes it much easier to achieve your goal.

If at First You Don't Succeed

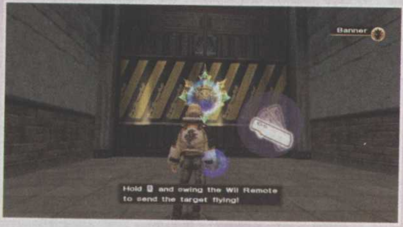
Earning the monster shooting and canyon run awards isn't easy. But once you reach the area "Between Existence and Oblivion," you unlock additional options for these minigames and you can replay them at anytime by speaking to a certain moogle there. So don't worry if you don't earn them on the first try!

At the end of the canyon run, Layle hits "the brakes" by crashing the Alexis through a statue, slowing it enough to bring it to a halt just outside Alfitaria Capital City.

CAPITAL HALL

After the Alexis's dramatic landing, Layle shows Keiss the green crystal that the hostile used to drain the Alexis's engines of power. Layle decides that he has unfinished business with the hostile, who he dubs "Goldenrod."

Keiss turns his attention to High Commander Jegran and pesters him for additional work. Jegran promises him 30 million gil if they catch the hostile who attacked the Alexis. Keiss goes off with Jegran and tells Layle to meet him by the fountain.



Hold B and swing the Wii Remote to send the target flying!

When you take control of Layle for the first time, run down the corridor in front of you by pushing Nunchuk Analog Stick forward. Point the Wii Remote at the screen to aim the blue cursor at the Golden Banner at the end of it. Press B to lock onto the Banner and swing the Wii Remote to send the Banner flying and open the way to Capital Gate Hall.

013: CRYSTAL BEARER'S ARRIVAL

Locking onto the Banner and removing it earns you this award. It's the easiest award you'll earn in the whole game!

CHAPTER I: FROM ALFITARIA CAPITAL CITY TO BRIDGE TOWN

Having survived the crash of the Alexis, Keiss goes off to drum up more work, telling Layle to meet him in Fountain Park. But of course, life is never that simple for a crystal bearer…

ALFITARIA CAPITAL CITY

Points of Interest

① Crystalvision
② Fallen Plaza Sculpture(s)
③ Stiltzkin
④ Restart Clock
⑤ Board Shuttle
⑥ Warrant
⑦ Mail Moogle
⑧ Capture the Ferret
Save Point

Enemies

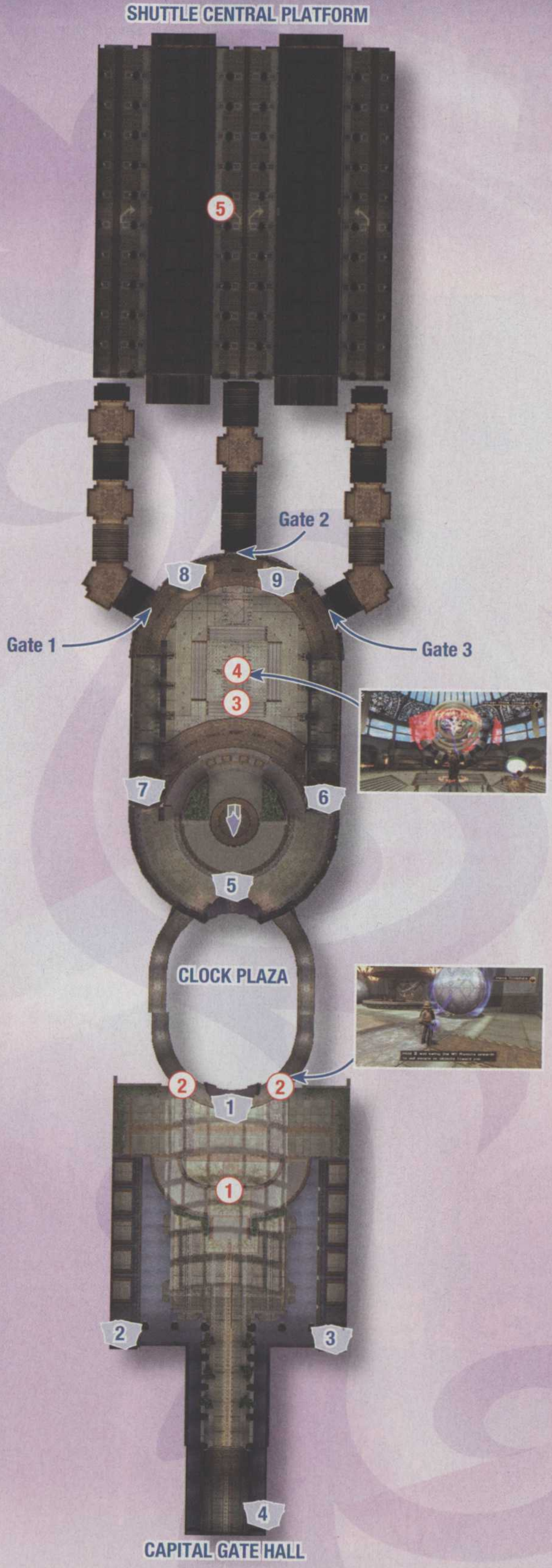
None

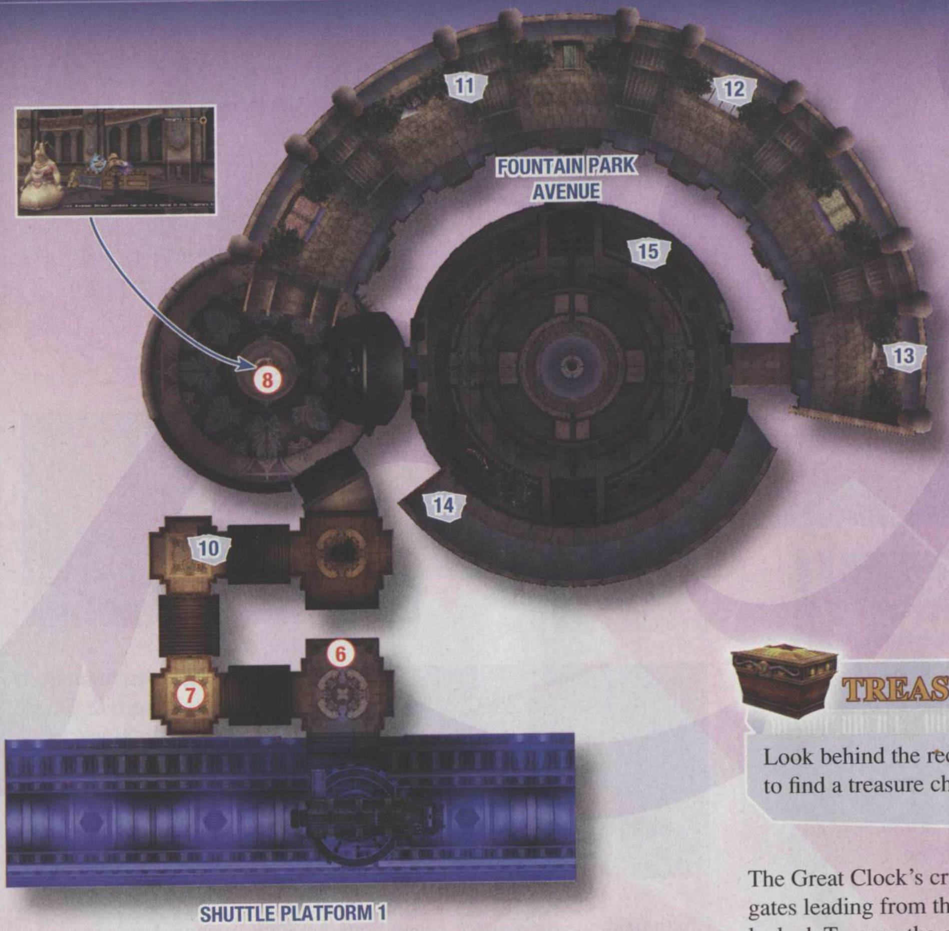
Treasure Chest Rewards

1 Gil
2 Gil (x2)
3 Gil
4 Gil
5 Gil
6 Cool Specs
7 Moogle Doll
8 Gil
9 Gil
10 Gil
11 Gil
12 Gil
13 Gil
14 Gil
15 Gil

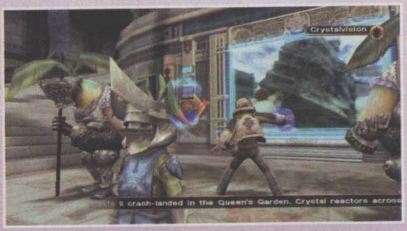
Medals Available for the First Time

003: My First Cool Specs
014: Stiltzkin
022: Crystal Idol Recovery
023: Restart Clock
030: Crystal Bike Mash
031: My First Moogle Doll
033: Runaway Shuttle
039: Bridge Destroyer
040: Pillar Destroyer
050: Rock Grabbing


SHUTTLE CENTRAL PLATFORM
⑤
Gate 2
8
9
Gate 1
Gate 3
④
③
7
6
5
CLOCK PLAZA
②
②
1
①
2
3
4
CAPITAL GATE HALL

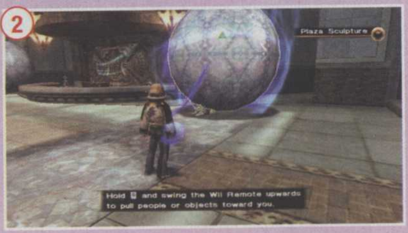


THE GREAT CLOCK



...s crash-landed in the Queen's Garden. Crystal reactors across

Run straight forward through the Capital Gate Hall toward the large Crystalvision monitor. You can change the channel by locking onto the yellow arrow to the left of it and swinging the Wii Remote; all of the channels cover the crash of the Alexis.



Hold B and swing the Wii Remote upwards to pull people or objects toward you.

The Capital Gate Hall is in a state of chaos, as large round Plaza Sculptures have unexpectedly fallen and pinned two people underneath them.

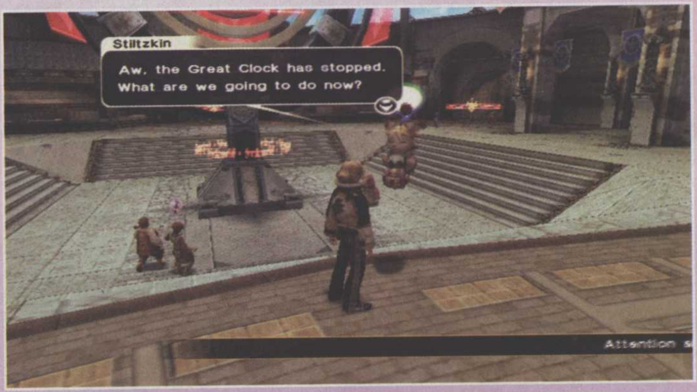
The two pinned victims just happen to be blocking the pair of passageways that lead to the next area. To proceed to the Clock Plaza, either walk around these unfortunates or give them a hand by using your bearer powers to lift the Plaza Sculptures off of them.

TREASURE!

Look behind the reception desk at the far end of the Capital Gate Hall to find a treasure chest. Open it to get some gil.

The Great Clock's crystal reactor is offline, which means that the three gates leading from the Clock Plaza to the Central Shuttle Platform are locked. To open the gates, you must reactivate the Great Clock.

Descend the stairs and head towards the Great Clock. A moogle named Stiltzkin will approach Layle. He has a speech bubble near his head, so you can speak to him by pressing Ⓐ.



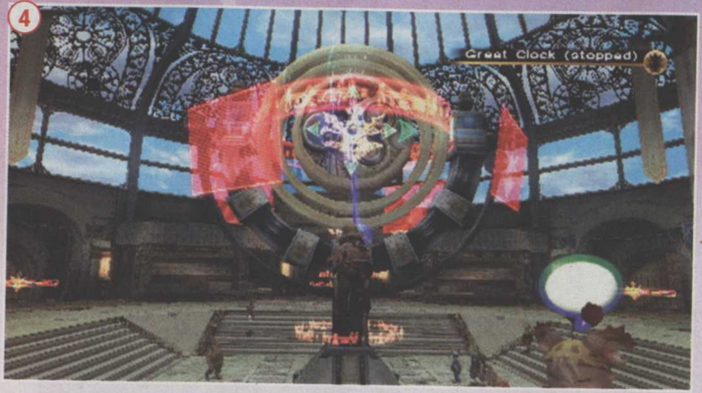
Stiltzkin

Aw, the Great Clock has stopped. What are we going to do now?

003 & 031: MY FIRST COOL SPECS & MY FIRST MOOGLE DOLL

Look in the corners of the upper part of the Clock Plaza to find a pair of treasure chests near blonde Lilty Clerks. One contains Cool Specs, and the other contains a Moogle Doll. Not only are these important materials for creating accessories at workshops, they also earn you a pair of medals when you pick them up.

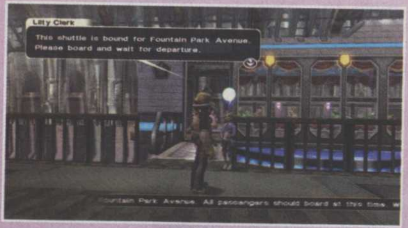
Next, approach the stopped Great Clock in the center of the Clock Plaza and look up at it (using ✜ to change your view). Lock onto the gold emblem in its center, and then wave the Wii Remote to soar up to it and reactivate the clock.



014 & 023: STILTZKIN AND RESTART CLOCK

Speaking to Stiltzkin for the first time earns you a bronze Stiltzkin medal. Speak to him nine more times over the course of the game to earn the gold. Restarting the Great Clock earns you the Restart Clock medal.

With the Great Clock restarted, Gate 2 in the center of the far wall of the Clock Plaza opens up. Proceed through it and into the Shuttle Central Platform.



Lilty Clerk

This shuttle is bound for Fountain Park Avenue. Please board and wait for departure.

ountain Park Avenue. All passengers should board at this time. W

If you speak to the Lilty Clerk at the entrance to the shuttle train, she tells you that the shuttle is bound for Fountain Park Avenue. Board the shuttle and wait for it to depart.

TREASURE!

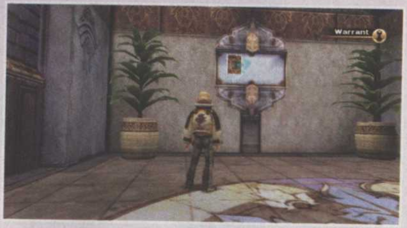
Before you board the train for Fountain Park Avenue, you should open the three remaining chests in the Clock Plaza, one in the upper level and two between the three gates to the Shuttle Central Platform. All three chests contain gil.

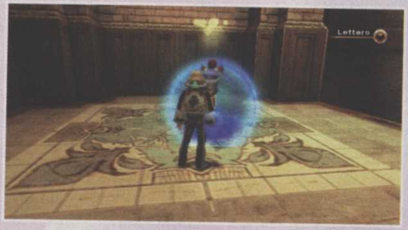
033: RUNAWAY SHUTTLE

There's nothing to do while riding the shuttle…except cause a bit of chaos and earn yourself a medal! Lock onto the Shuttle Control Lever at the front of the shuttle and swing the Wii Remote to subject the passengers to some severe turbulence. Do it one to four times to earn the bronze, five to nine times to earn the silver, and ten times or more to earn the gold.

FOUNTAIN PARK AVENUE

Upon arriving at Shuttle Platform 1, examine the bulletin board directly in front of you to find a Warrant for the girl that you saw on the Alexis. Lock on to the Warrant for a closer look at her.



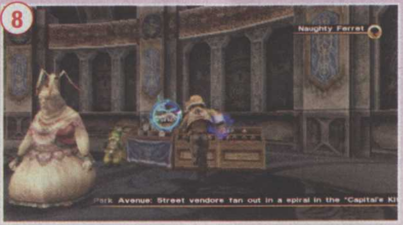


Proceed down the first set of stairs to find a Mail Moogle. Lock on to the letter that he carries and swing the Wii Remote to read a message from Keiss.

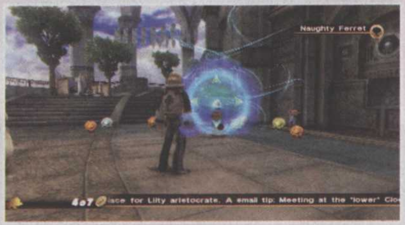
Continue down the stairs to reach Fountain Park Avenue. Layle is attacked by a poorly trained ferret that leaps on to him and steals the green Crystal Idol that he picked up from the Alexis. You must recover it using Layle's bearer powers.

TREASURE!

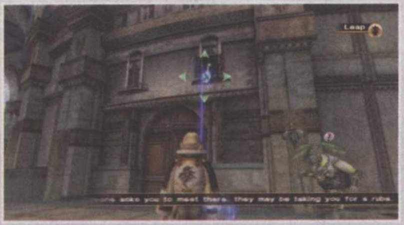
As soon as you finish capturing the ferret, you need to make a hasty exit from Fountain Park Avenue. And that's a shame, because there are six treasure chests scattered around the area (see map), each of which contains gil. Open these chests before capturing the ferret if you want to pad your wallet. You should also shake the Clumsy Girl chasing the ferret—she drops an additional 555 gil.



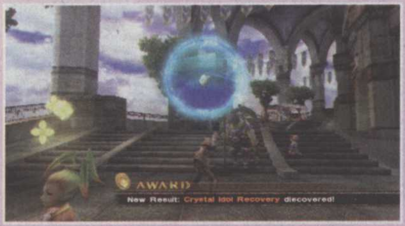
Your first opportunity to capture the ferret is at the vendor stall near the entrance to Fountain Park Avenue. Lock on to the ferret and wave the Wii Remote to send the ferret scurrying away, knocking over the stall in the process.



Chase the ferret up the first flight of stairs to find it perched atop a hydrant. Lock on to the ferret and fling it again. This also causes the hydrant to burst, releasing a jet of water that can knock you off your feet, so watch your step!



Look for the ferret in a balcony window on the inside curve of the walkway leading up. You can't lock onto the ferret, but you can target the balcony and wave the Wii Remote to leap up to it and send the ferret dashing away again.



Finally, pursue the ferret up the next set of stairs. Lock on to it and swing the Wii Remote up to lift the ferret above your head, completing the task.

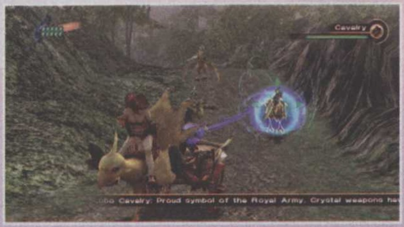
022: CRYSTAL IDOL RECOVERY

Reclaiming your stolen property from the ferret earns you this medal.

After you retrieve the crystal from the ferret, its owner treats Layle to a cup of tea as an apology. She marvels at Layle's abilities, but warns him that even though the law is not as strict as it once was, using magic inside city limits is still forbidden.

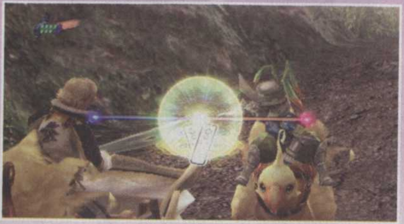
Just then, the girl whose face appeared on the Warrant rushes into Fountain Park Avenue with soldiers in hot pursuit. She hides behind Layle, who uses his powers to stun the guards. When they threaten to arrest him as well, Layle takes the girl by the hand and leaps out the window with her.

HOT PURSUIT



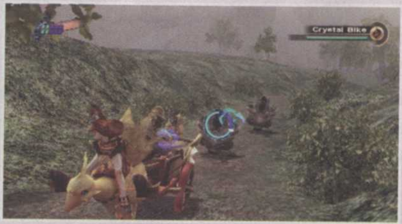
Layle and the girl commandeer a chocobo wagon to make good on their escape, but the soldiers are in hot pursuit, mounted on chocobos of their own. You must use Layle's crystal bearer powers to lock onto the soldiers as they come into range and hurl them off of the road.

Your best strategy is to hold down B and keep the cursor hovering over the nearest soldier. As soon as the soldier is within range, you lock onto him and can send him flying.



If a cavalry soldier gets too close, you become locked into a duel with him. Shake the Wii Remote to win the battle and knock the soldier out of commission.

Every time a soldier successfully strikes you, you lose a life point. mounted archers are more dangerous than cavalry, because they can hit you from a distance and never get close enough to duel. If a mounted archer is pursuing you, focus on him first before targeting cavalry.

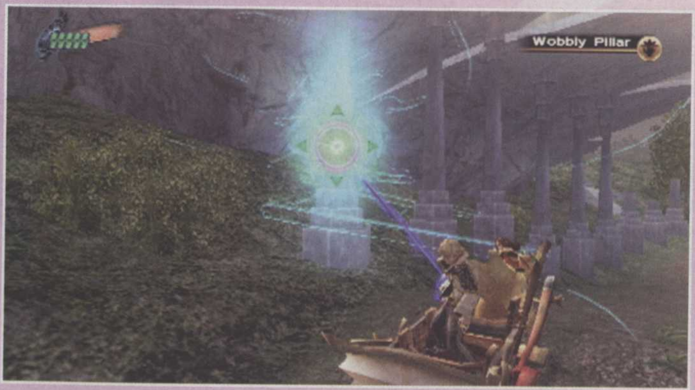


However, the biggest threats of all are the crystal bikes that appear toward the end of the chase, if you're dispatching the chocobo soldiers efficiently. crystal bikes do more damage than any other enemy, so make them your top priority. Lock on to them once to shake them up, then lock on to them a second time to eliminate them.

030: Crystal Bike Mash

Eliminate at least one crystal bike during the chocobo chase to earn this medal.

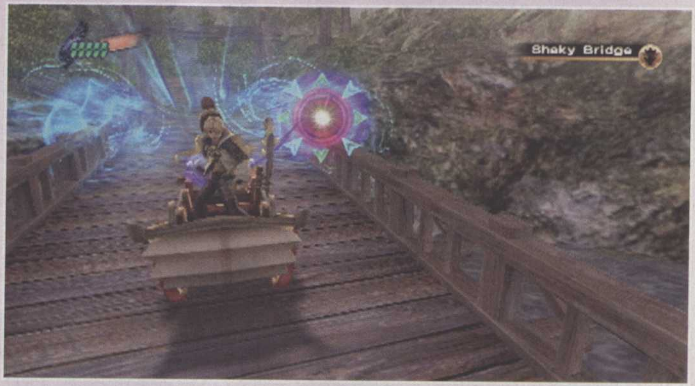
During the chase, be prepared for three environmental interactions. The first comes near the beginning of the chase—lock onto the Wobbly Pillar and swing the Wii Remote to send it crashing down behind you, eliminating your pursuing enemies.



040: Pillar Destroyer

If you pull down the Wobbly Pillar during the chase, you earn this medal.

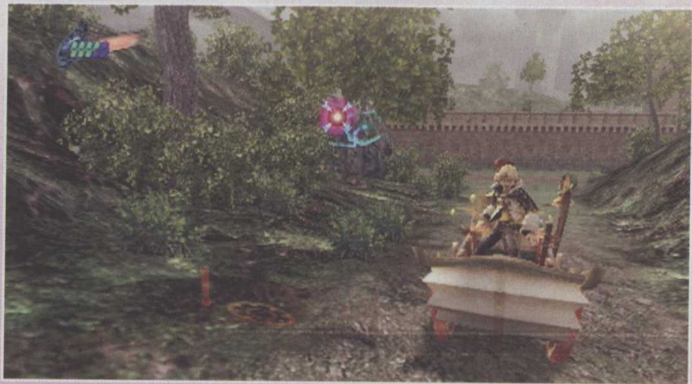
Near the halfway point of the chase, you cross a Shaky Bridge. Lock onto the targeted part of it and swing the Wii Remote to cause the bridge to collapse, drenching your pursuers and giving you a moment to catch your breath.



039: Bridge Destroyer

Earn this medal by collapsing the Wobbly Bridge during the chase.

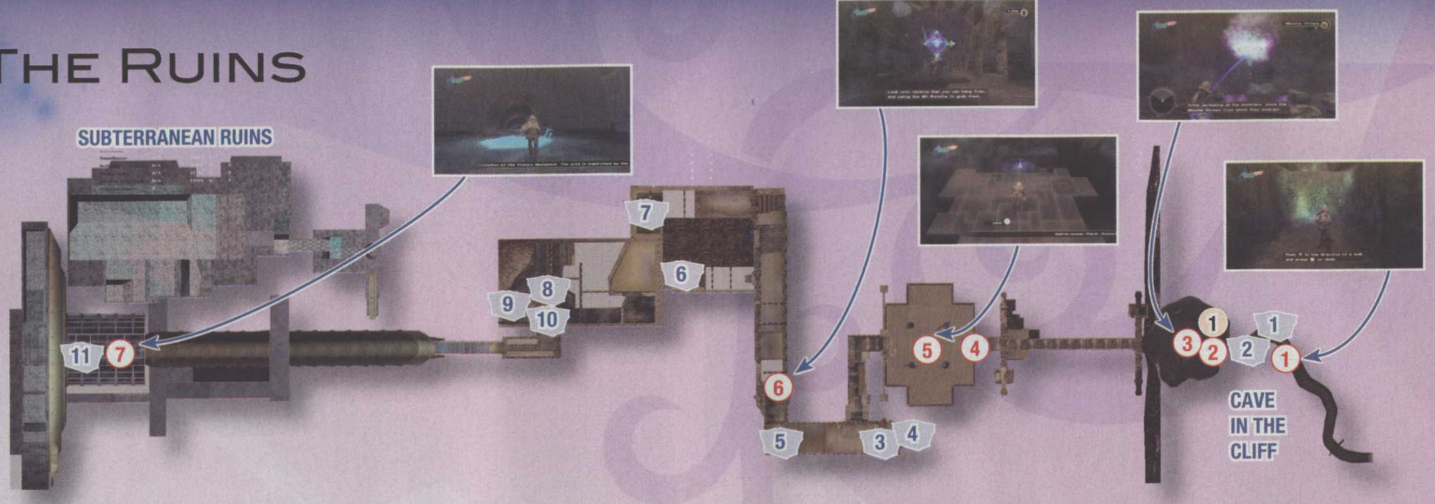
Near the end of the chase, it looks as if you're going to crash into a wall if you don't lock onto a Support Stone and use it to execute a tight turn. You won't crash if you miss it, but if you do latch onto it, your pursuers end up flattening themselves against the wall ahead.



050: Rock Grabbing

Snag that Support Stone during the chase to earn yourself this medal.

THE RUINS


SUBTERRANEAN RUINS
11
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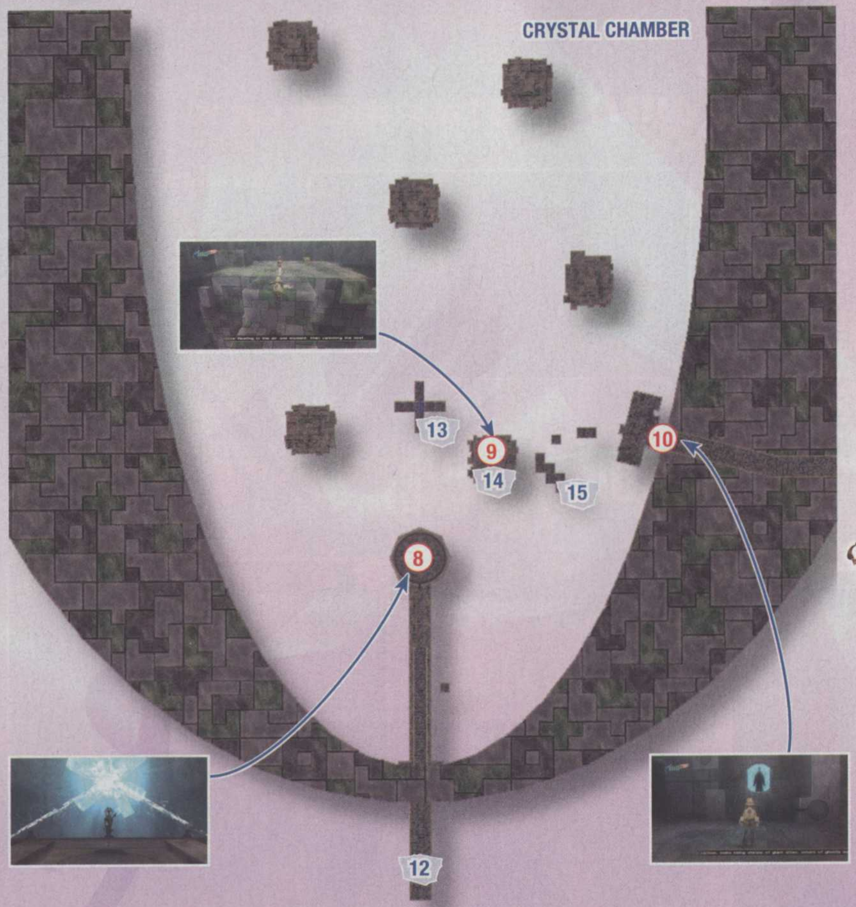
CAVE IN THE CLIFF


CRYSTAL CHAMBER
13
9
14
15
10
8
12

Points of Interest

①	Climbing Tutorial
②	Battle Tutorial
③	Close Miasma Stream
④	Meet Up with Belle
⑤	Jump Tutorial
⑥	Swing Tutorial
⑦	Drop Down Hole to Demon Wall
⑧	Confront Goldenrod
⑨	Reunite with Belle
⑩	Escape Crystal Chamber

Enemies

1	Goblins (x3)

Treasure Chests

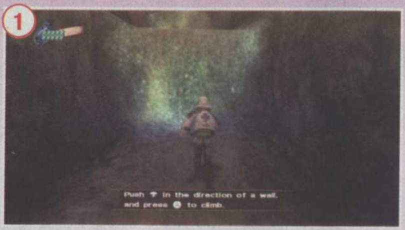
1	Nut
2	Gil
3	Empty (Opened)
4	Gil
5	Empty (Opened)
6	Gil
7	Gil
8	Empty (Opened)
9	Empty (Opened)
10	Empty (Opened)
11	Gil
12	Life Recovery
13	Gil
14	Gil
15	Gil

Medals Available for the First Time

006: The Tragedy of Y
007: The Tragedy of K
009: Outta My Way
016: Cave in the Cliff Campaign
018: Door to Tomorrow
019: Eat This
021: My First Nut
026: First Battle
028: Treasure Guardian Appearance
029: Cannon Weeding

THE CAVE IN THE CLIFF

The chase comes to an abrupt end with a crash off of a cliff. When Layle comes to, he catches his companion trying to pick his pocket. But since they seem to be stuck with each other for the moment, they have no choice but to make the most of it. The girl introduces herself as Belle, and she enters the Cave in the Cliff ahead of Layle.



Push ✦ in the direction of a wall, and press Ⓐ to climb.

Follow her into the Cave in the Cliff and proceed into a shallow pit to get a small climbing tutorial. Walk toward the pit wall and press Ⓐ to climb out of it. Use this same technique on the two ledges beyond the pit to reach a pair of treasure chests.

021: MY FIRST NUT

One of the treasure chests contains a Nut. Opening the chest earns you a medal for finding your first Nut.

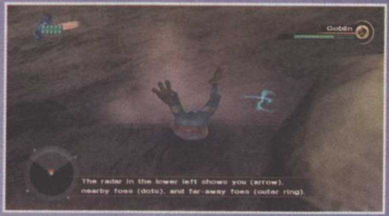
An open cavern can be found just beyond the treasure chest ledges. Drop down into it to trigger the appearance of a Miasma Stream overhead which releases three goblins. You must defeat the goblins in order to continue. Fortunately, goblins are among the weakest and easiest foes in the game, so you shouldn't have much difficulty.

To fight the goblins, either lock onto them and fling them with a wave of the Wii Remote, or lock onto objects on the ground and fling them at the goblins to deplete their life bars. You can also combine both techniques by grabbing a goblin and flinging it at its friends. (For more detailed combat tips, see the Game Basics section of this guide.)

GOBLIN MEDALS

You can earn four medals during this melee with the goblins:

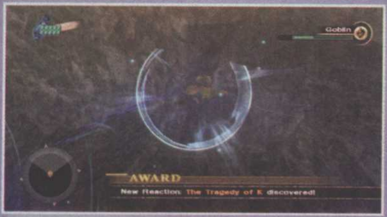
006: THE TRAGEDY OF Y



The radar in the lower left shows you (arrow), nearby foes (dots), and far-away foes (outer ring).

To earn this medal, you need to plant at least one goblin headfirst into the ground. Grab and throw a goblin, and while it's down, lock onto it and swing the Wii Remote up to pick it up. Aim the cursor at another goblin and press Ⓑ to hurl the goblin at its pal and stick them both into the ground.

007: THE TRAGEDY OF K

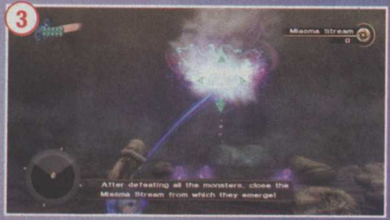


AWARD

New Reaction: The Tragedy of K discovered!

You need to stick a goblin into the wall of the cavern to earn this medal. To do that, lock onto him and swing the Wii Remote in the direction of the wall. That should result in a stuck goblin and a medal for you!

016: CAVE IN THE CLIFF CAMPAIGN



After defeating all the monsters, close the Miasma Stream from which they emerge!

After you eliminate all three goblins, target the Miasma Stream overhead, lock onto it, and swing the Wii Remote to close it. Not only does this drop Myrrh Fragment, which increases your Life, it also earns you a medal.

026: FIRST BATTLE

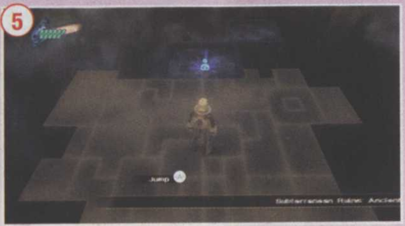
Defeating all three goblins earns you this medal.

SUBTERRANEAN RUINS

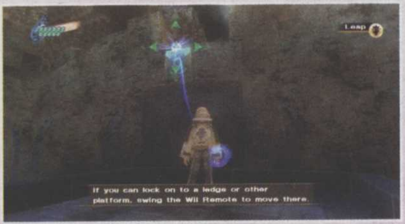
Subterranean Ruins

With the goblins defeated and the Miasma Stream closed, climb up out of the cavern and proceed into the Subterranean Ruins, where you meet up with Belle again. As Belle rushes ahead in search of treasure, Layle reads an inscribed prophecy that refers to four crystals, each of which was possessed by one of four tribes.

5



As Layle reads the prophecy, the statue representing the fourth tribe disappears, as does the ground ahead of him. After Layle saves Belle from plunging to her demise, follow the on-screen jump tutorial to cross the newly formed gap by pressing Ⓐ whenever a jump icon appears.



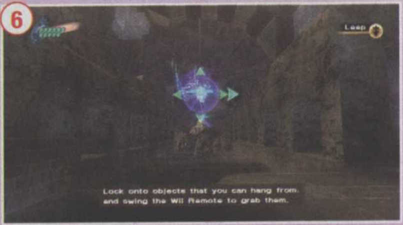
If you can lock on to a ledge or other platform, swing the Wii Remote to move there.

Leap up to Belle's position by locking onto the glowing blue ledge and swinging the Wii Remote. Do this again a little further through the ruins to continue following her as she raids the ruins for treasure.

TREASURE!

As you pick your way through the ruins, you come across several open chests that Belle claims were "empty." But there are still a few others that only Layle can reach by using his crystal bearer powers. See the map for their locations.

6



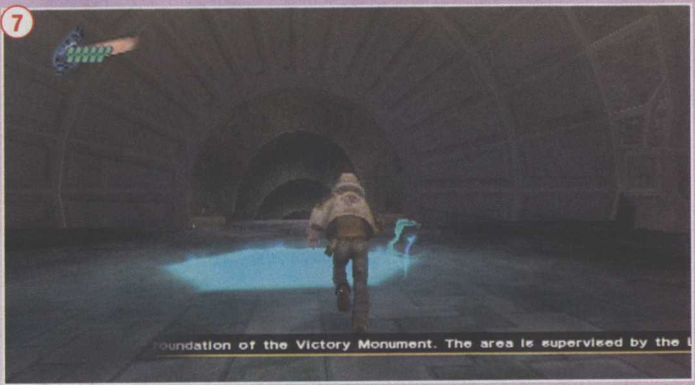
Lock onto objects that you can hang from, and swing the Wii Remote to grab them.

As you proceed through the ruins, you soon find another large gap. Cross it by swinging from the glowing blue lights hanging overhead. Target the nearest one, lock onto it, and swing the Wii Remote. You automatically lock onto and then swing from the next one if it's close enough.

Continue through the ruins, using the techniques that you've learned to swing, leap, and climb over obstacles. The path is actually quite straightforward, and it's nearly impossible to get lost, especially if you refer to the maps in this chapter.

At the end of the ruins, look for an unopened chest containing some gil. When you approach it, a hole opens under Belle's feet, and she falls through it. Open the chest to collect the gil, and then drop down the hole to follow her.

7



oundation of the Victory Monument. The area is supervised by the

THE DEMON WALL

Falling through the hole drops you down to a corridor guarded by a phenomenally powerful enemy: the demon wall. Two cannons in the upper corners fire at you when you're at a distance, and a pair of demonic guardians attacks with weapons and magical blasts when you are at any range.

ROLLING DODGE

To avoid the guardians' attacks, swing the Wii Remote while moving to execute a rolling dodge and prevent yourself from being stunned.

The demon wall constantly advances toward you, attacking and driving you back. You cannot slow it down, nor can you ever truly defeat it. Fortunately, as horrifying as it appears, the demon wall does not inflict enough damage to KO you, as long as you make even the most basic attempts to avoid its attacks.

Even better, it pushes you down the end of corridor, which holds a chest containing magic that fully refills your Life when you open it.

You don't have to fight the demon wall at all. In fact, you can run away from it, proceed with your quest, and return when you are stronger. However, there are six medals that you can earn from the demon wall, if you dare to face it (see the next page).

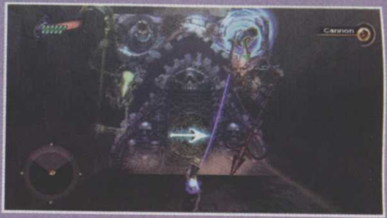
DEMON WALL MEDALS

There are six medals that can be earned from the demon wall, five of which can be earned at this time. The game autosaves at the start of the fight, so if you don't earn all five, you have the option of restarting the game and loading your autosave to try again.

028: TREASURE GUARDIAN APPEARANCE

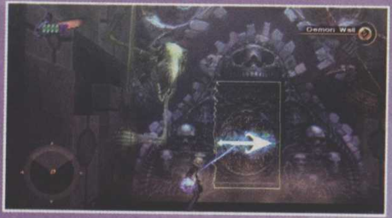
You earn this medal just by facing the demon wall. Regardless of whether you fight or flee, it's yours.

029: CANNON WEEDING



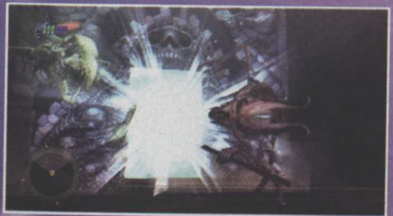
This is the first and easiest medal to earn from the demon wall. Lock on to either of the cannons at the top of the door and swing the Wii Remote in the direction of the green arrow that appears to pull the cannon off of the wall and earn the medal.

018: DOOR TO TOMORROW



Next, get close to the demon wall (which doesn't directly damage you) and lock on to the door in the center of it. Swing the Wii Remote in the direction indicated by the green arrow to open the door and reveal a twisted face behind it. This earns you a second medal.

019: EAT THIS



With the door open, move in close to either guardian. Lock on to it and swing the Wii Remote in the direction of the door to make the guardian hit the face, which earns you this medal.

009: OUTTA MY WAY

If you can make the guardians hit the face three times, the door seals back up. Open the door again using the "Door to Tomorrow" method and make the guardians hit the face three more times.

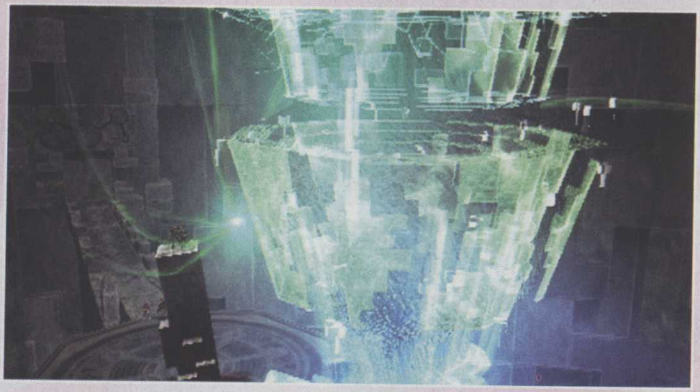
Repeat this process a third time, and after the ninth guardian hit, the head turns red. A yellow glow indicates that the guardians are vulnerable. Lock on to either one and pull it off of the wall to earn this medal.

CRYSTAL CHAMBER

After healing yourself with the contents of the chest—found after facing the demon wall—continue down the corridor toward Belle to enter the Crystal Chamber. Goldenrod beats you there, and is standing in front of a giant glowing crystal.

8

Approach Goldenrod to see a fight scene between it and Layle. Keiss makes a surprise appearance to assist, but it's not enough to keep Layle's Crystal Idol from merging with and expanding the large blue crystal.



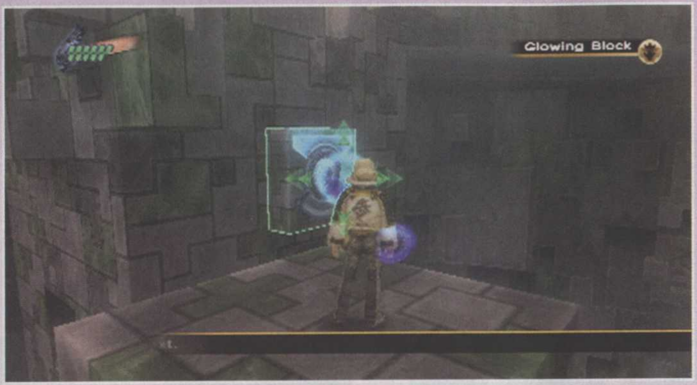
As large stone blocks begin to levitate in the Crystal Chamber, Goldenrod rides one into the air, telling Layle that he has just witnessed a resurrection, and that there are two more crystals to be found.

one moment, then vanishing the next.

When you resume control of Layle, follow the jump icons to leap along the blocks in front of you in the only direction that you can. Don't worry about falling—Layle's crystal bearer powers automatically activate, pulling you back to any ledge that you make an ill-advised leap from.

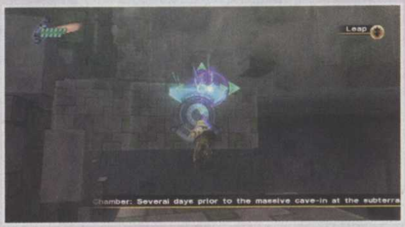
When you see the first glowing blue ledge, lock and leap up to it. Continue climbing up the moving blocks as they fall into place, and don't miss the first treasure chest of the area as you do (see map).

Once you reach the treasure chest, turn to face the large stone pillar and lock onto the glowing block on the side of it. Swing the Wii Remote to pull the block out, and then target the upper ledge to leap to it.



t.

Jump across a couple of more gaps in the blocks until you can pull another glowing block out of the central pillar. Leap up onto it, then hop and climb along the series of blocks that move into position in front of you.

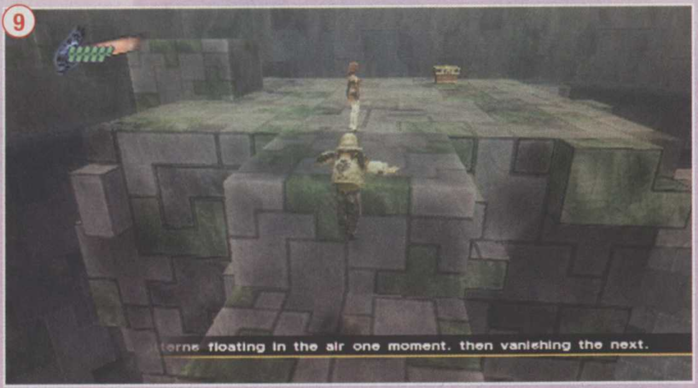


Chamber: Several days prior to the massive cave-in at the subterra

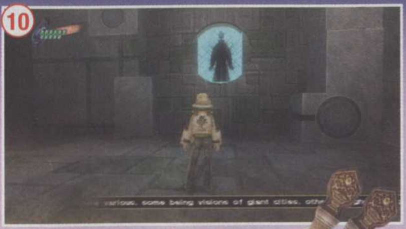
Lock onto another glowing ledge on a long block that slowly retracts into the central pillar, and swing the Wii Remote to leap to it.

Jump out to a floating block that hovers alone in the void and turn to face the central pillar. Target the glowing block that you can only see from this perspective, and pull it.

Vault back across the gap and climb up the blocks above the glowing block that you just pulled. Continue climbing and jumping along the path of blocks until you reach a ledge with Belle and a treasure chest on it.



terns floating in the air one moment, then vanishing the next.



various, some being visions of giant cities, othe

From here, jump the next gap and proceed toward the exit of the Crystal Chamber, which is marked with a glowing blue circle that has the silhouette of a person in the middle of it. (There is also another treasure chest on a nearby tower of blocks.)

Lock onto the exit door's blue circle and swing the Wii Remote to open the door and proceed to the Old Lett Aqueduct.

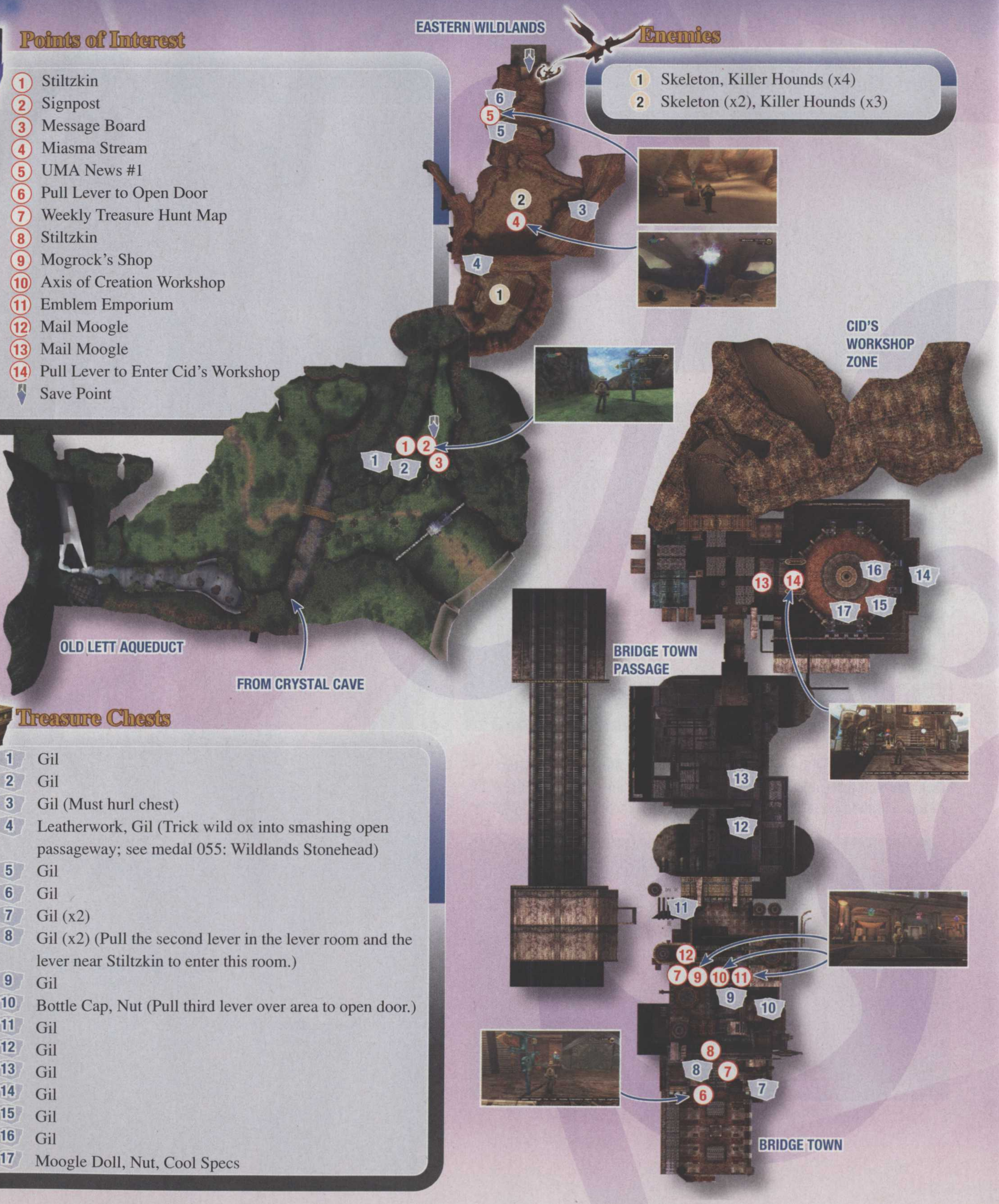
TO BRIDGE TOWN

Points of Interest

① Stiltzkin
② Signpost
③ Message Board
④ Miasma Stream
⑤ UMA News #1
⑥ Pull Lever to Open Door
⑦ Weekly Treasure Hunt Map
⑧ Stiltzkin
⑨ Mogrock's Shop
⑩ Axis of Creation Workshop
⑪ Emblem Emporium
⑫ Mail Moogle
⑬ Mail Moogle
⑭ Pull Lever to Enter Cid's Workshop
Save Point

Enemies

1 Skeleton, Killer Hounds (x4)
2 Skeleton (x2), Killer Hounds (x3)



EASTERN WILDLANDS
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3
OLD LETT AQUEDUCT
FROM CRYSTAL CAVE
CID'S WORKSHOP ZONE
16
14
13
14
17
15
BRIDGE TOWN PASSAGE
13
12
11
12
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10
11
9
10
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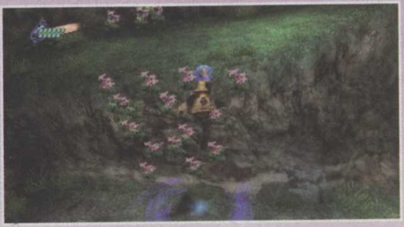
7
6
7
BRIDGE TOWN

Treasure Chests

1 Gil
2 Gil
3 Gil (Must hurl chest)
4 Leatherwork, Gil (Trick wild ox into smashing open passageway; see medal 055: Wildlands Stonehead)
5 Gil
6 Gil
7 Gil (x2)
8 Gil (x2) (Pull the second lever in the lever room and the lever near Stiltzkin to enter this room.)
9 Gil
10 Bottle Cap, Nut (Pull third lever over area to open door.)
11 Gil
12 Gil
13 Gil
14 Gil
15 Gil
16 Gil
17 Moogle Doll, Nut, Cool Specs

OLD LETT AQUEDUCT

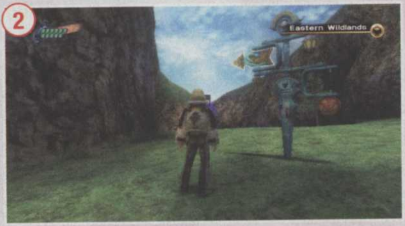
Upon entering the Old Lett Aqueduct, a Mail Moogle delivers a letter to you from Cid, a brilliant inventor from Bridge Town. He invites you to see his latest invention.



Start your journey to Bridge Town by traveling under the wooden bridge that spans the chasm where you start off. Climb the cliff to your right at the area marked with pink flowers.

Keep moving forward. There are two chests containing gil on a pair of ledges along the path. At the end of it, you encounter Stiltzkin the moogle again. He tells you that the path to Bridge Town goes north, and that you can use the signpost to figure out which way that is.

You can find the aforementioned signpost just past Stiltzkin. Now, point at the arrow to see that it indicates the direction of the Eastern Wildlands. You can also grab that arrow with your bearer powers and hold it over your head; it always points toward the entrance to the Eastern Wildlands.



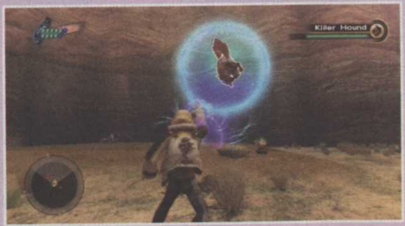
Wanted!

Near the signpost is a bulletin board with two Warrants on it—Layle has joined Belle as a wanted fugitive!

EASTERN WILDLANDS

There are two large areas in the Eastern Wildlands. The one closest to the Old Lett Aqueduct has a farm, while the one on the other side of a rocky ridge is an open plain. Skeletons and killer hounds roam each area when the Miasma Stream is active above the plain.

Fortunately for you, skeletons are natural enemies of killer hounds, who find their bony forms delicious—particularly the heads! Your best strategy is to grab a skeleton and hurl it toward a pack of killer hounds, who become distracted by the skeletal treat. You can then grab the killer hounds and throw them or throw other objects at them to defeat them all.

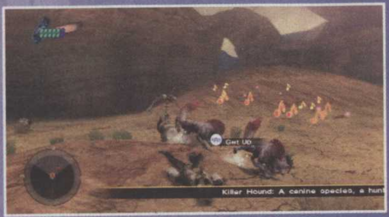


EASTERN WILDLANDS: DARK WORLD MEDALS

While the Miasma Stream is active and skeletons and killer hounds roam the Eastern Wildlands, you can collect the following medals:

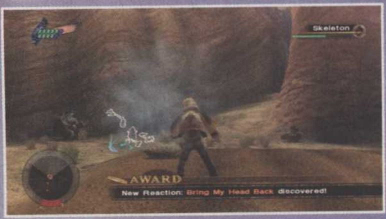
027: MOMENT OF HUMILITY

If a skeleton or killer hound knocks you to the ground, don't get up right away. Instead, wait for a killer hound to approach you and—mark its territory. It's a pretty gross way to earn a medal, but that's the only way to get this one.



Killer Hound: A canine species, a hun

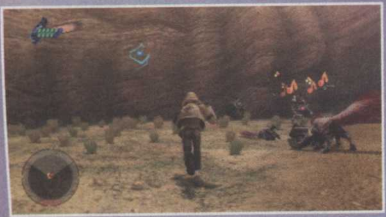
047: BRING MY HEAD BACK



New Reaction: Bring My Head Back discovered!

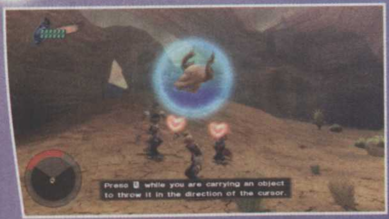
Knocking a skeleton's head off is the easiest thing in the world. Throwing a skeleton or throwing something into a skeleton does the trick almost every time, and the first time you do it, you'll earn this medal.

046: YUM-YUM SKULL



And once the skeleton's head is off, you'll notice that killer hounds run for it and start snacking. Grab the skeleton's body and hold it aloft to prevent it from recovering its head. Eventually, it breaks free, so you'll have to repeat this process a few times before the killer hounds finally finish their meal and award you this medal.

057: DOGGIE DASH

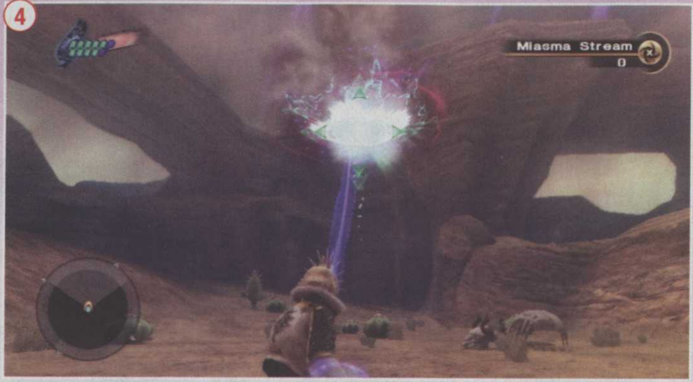


Press ▯ while you are carrying an object to throw it in the direction of the cursor.

Killer hounds love bones of all varieties. Pick up a skeleton's head or any bone object lying around the Eastern Wildlands and carry it over your head. Approach a killer hound to make it sit up and beg, awarding you this medal. This is also an excellent way to defend yourself against killer hounds if you have no desire to fight them.

If you want to earn a Myrrh Fragment and increase your maximum Life, eliminate all of the skeletons and killer hounds in both areas of the Eastern Wildlands. Once the areas are clear, run up to the Miasma Stream, lock onto it, and swing the Wii Remote to close it and receive a Myrrh Fragment.

4



037: EASTERN WILDLANDS CAMPAIGN

Defeating all of the enemies in the Eastern Wildlands and closing the Miasma Stream earns you this medal.

Closing the Miasma Stream causes a phase shift that switches from the "dark world" of the skeletons and killer hounds to the "light world" of farmers (in the farm area) and rampaging oxen (in the plains).

This phase shift also naturally takes place over time. And even if you close the Miasma Stream, the Eastern Wildlands eventually phase shift back to the dark world. You can close the Miasma Stream again after the next phase shift, but you can only earn one Myrrh Fragment from any given area.

AWARD

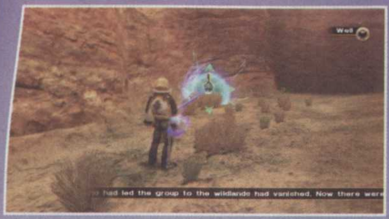
Conquest! Eastern Wildlands Campaign completed!

Although there are several medals that you can earn from the Eastern Wildlands while it is in the light world (see sidebars), there is nothing else that you *must* do. Proceed through the Eastern Wildlands and into the Eye in the Rock when you are ready.

EASTERN WILDLANDS—FARM AREA: LIGHT WORLD MEDALS

While the Eastern Wildlands are in the light world, you can collect the following medals from the area around the farm:

041: DAIRY CHARM FARM



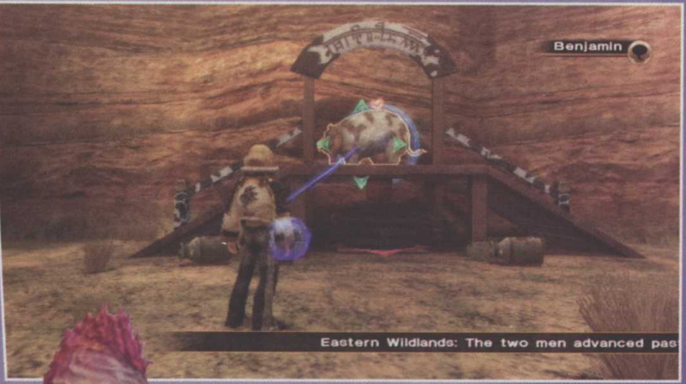
had led the group to the wildlands had vanished. Now there were

In the farm area, you can milk cows to earn a medal. Start by pulling off the pump from the well near the rocky ridge that divides the Eastern Wildlands. The cows then rush over and drink from the well.

After a moment, the cows will start lining up on the milking stand. Lock on to the one on top of the stand and swing the Wii Remote down to drain the cow of three liters of milk. Getting 3-12 liters earns you the bronze, 15-27 liters gets you the silver, and 30 or more gallons wins you the gold.

042: MILK FOR HEALTH

You might have noticed that cows shoot beams of milk from their udders if they get knocked over. You can earn a medal by locking onto a cow and throwing it by swinging the Wii Remote, then lifting the cow over Layle's head. For added fun, you can press B to fire the milk beams yourself.

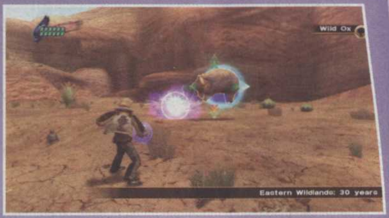


Eastern Wildlands: The two men advanced pas

EASTERN WILDLANDS—PLAINS AREA: LIGHT WORLD MEDALS

While the Eastern Wildlands are in the light world, you can collect the following medals from the plains area with the rampaging oxen:

035: Wildlands Warden



The plains area of the Eastern Wildlands is overrun with wild oxen that harass a pair of weary travelers. Grab and fling each wild ox until it calms down. Routing 1-10 wild oxen earns you the bronze medal, routing 11-20 earns you the silver, and routing 21-30 gets you the gold. Routed wild oxen remain calm until the next phase shift.

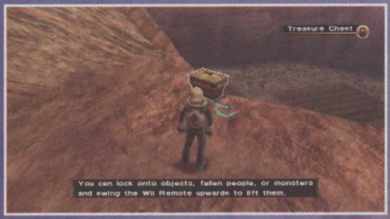
045: Wildlands Destiny

After obtaining the gold Wildlands Warden medal, the leader of the wild oxen appears in the Eastern Wildlands. Rout him once to earn this bronze medal, twice to earn the silver, and three times to get the gold.

055: Wildlands Stonehead

Near the rocky ridge that separates the two halves of the Eastern Wildlands, you can find two slightly discolored areas where a stone has blocked a passage. Stand in front of either of those stones and dodge out of the way at the last second when a wild ox charges you. The force of its charge shatters the rock and opens the passageway, and you'll also earn this medal.

043: My First Leatherwork

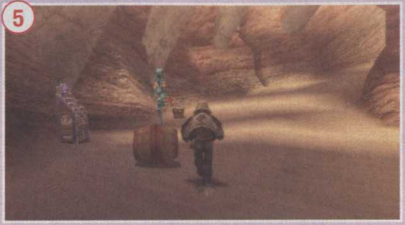


You can lock onto objects, fallen people, or monsters and swing the Wii Remote upwards to lift them.

One of the stone passageways opened during "Wildlands Stonehead" leads up to the top of the rocky ridge, where you find two chests that must be opened by locking onto them and swinging the Wii Remote down. One contains Leatherwork, and picking it up earns you this medal (if you haven't found any Leatherwork already).

EYE OF THE ROCK

The Eye of the Rock is a narrow mountain pass that joins the Eastern Wildlands and Bridge Town. There are two treasure chests along the path, each of which contains gil.



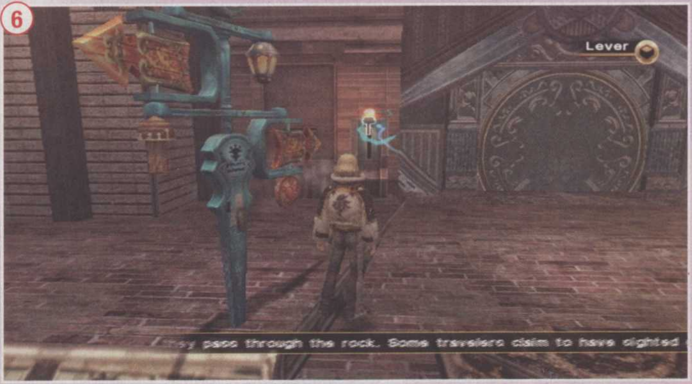
There is also a newsstand between them where you can pick up the very first issue of UMA News. Target the newsstand and swing the Wii Remote up to get the issue, which comes with a complimentary Bottle Cap.

034: My First Bottle Cap

Picking up the first issue of UMA News and reading it via your Inbox gives you your first Bottle Cap, which earns you this medal.

BRIDGE TOWN

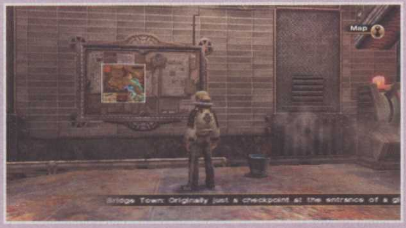
Follow the Eye of the Rock to Bridge Town. Open the main door by grabbing the lever to the left of it and pulling it down.



ey pass through the rock. Some travelers claim to have sighted

Go through the door to find and speak with Stiltzkin for a third time. He tells you to follow the smoke to the north end of town if you want to find Cid's workshop.

A posting on a nearby bulletin board gives the location of the first Treasure Hunter's Club treasure. You may recognize it from the Old Lett Aqueduct. (For more information on the Treasure Hunter's Club, see the "Optional Quests" section of this guide.)



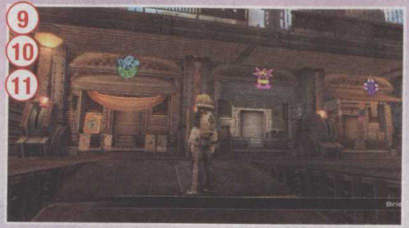
Bridge Town: Originally just a checkpoint at the entrance of a g

On the bottom level of this first area, you can reach four pairs of treasure chests. One pair is accessed by jumping off of a balcony to the right of the lever room after pulling the third lever. Another pair is found by pulling the second lever of the three, then pulling another lever near the large door by Stiltzkin. (The first lever also opens a secret passageway that goes straight to Cid's workshop.)

Along the upper level is a Mail Moogle. If you take the mail he's carrying, you'll receive a letter from the Bridge Town Neighborhood Association.

A Thank You Present

If you rescued the weary travelers from the wild oxen in the Eastern Wildlands, the Mail Moogle has another note for you. It's a thank you from the traveler, which comes with a 120 gil reward!



At the far end of the lower part of the area, you find three steel shuttered windows, each of which can be opened by pulling a lever to the left of it. A moogle operates three different shops from these three windows; from left to right, they are: Mogrock's Shop, Axis of Creation Workshop, and Emblem Emporium. (For more information on materials, accessories, and emblems, see the last two chapters of this guide.)

MOGROCK'S SHOP

Item	Price
Nut	200
Cool Specs	980
Moogle Doll	350
Bottle Cap	80

AXIS OF CREATION WORKSHOP

Item	Materials Required	Price
Amulet	Nut, Moogle Doll, Cool Specs	40
Cloth Ward	Moogle Doll, Leatherwork, Metal Lighter	80
Glass Ward	Bottle Cap, Metal Lighter, Yo-Yo	120
Bronze Ward	Moogle Doll, Antique, Capsule Toy	200
Glass Earrings	Nut, Bottle Cap, Leatherwork	52
Bronze Earrings	Bottle Cap, Spice, Prism	156
Glass Ring	Cool Specs, Yo-Yo, Four-Leaf Clover	64

EMBLEM EMPORIUM

Emblem	Price	No. Materials Needed
Clavat Symbol	0	n/a
Fancy Pink	30	1
Selkie Symbol	30	1
Lilty Symbol	30	1
Old Seaman's Dream	50	2
World Conquest	50	2
Wild Heart	50	2
Lunar Festival	80	4
Phantom Noise	80	4
Dynamic Duo	80	4
Contrast Skull	120	8
Circuit Star	120	8
Endless Summer	120	8
Villainy	120	8
Beetle Mania	120	8
Aerial Prisoner	120	8
Event Horizon	120	8
Hangman	120	8
Engine Hum	120	8
Native Art	120	8
Wanted	180	10
Papao Run	180	10
No-Name Emblem	180	10
Sky High	180	10
Cid's Impact	180	10
Cactuar Fever	180	10
Watercolor	180	10
UMA	180	10
Yellow Locket	180	10
Apple Memento	180	10
Burger Devil	250	12
Miracle Eleven	250	12
Fisherman Killer	250	12
Bridge Town Motors	250	12
Bomber Girl	250	12
Salute	250	12
Flying Beauty	250	12
Dreaming Cat	250	12
Too Sweet!	250	12
Bahamut Strike	250	12
Alexis Emergency	330	16
Strike Wyverns	330	16
M's Friend	330	16
Arms of War	330	16
Hero's Roar	330	16
Gemini Myth	330	16
Carbuncle Red	330	16
Little King	330	16
Coddled Princess	330	16
Crystal Memories	330	16

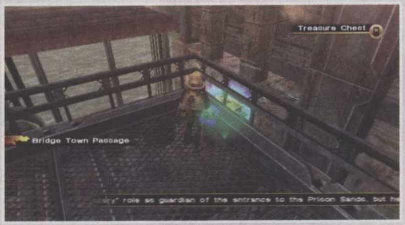
Shops

There are four types of shops that you will encounter in your quest. Moogle shops sell the raw materials that you need to make accessories. Workshops are where you assemble the materials into accessories. Jewelry shops sell finished accessories at high prices, and Emblem Emporiums allow you to create new emblems for Layle to wear on his jacket.

For more information about these shops and how to get the best deals and item selections from them, refer to the appendices at the end of this guide.

after a former Elder Councilmen who was given an "honorary" r

Once you have explored the area to your satisfaction, use the upper walkway to cross above the moogle shops and descend the ramp that follows. Open the treasure chest in the corner of the ground floor, and then proceed through a massive metal door that automatically opens when you approach it.

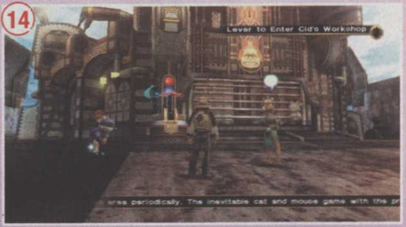


ary" role as guardian of the entrance to the Prison Sands, but h

The Bridge Town Passage on the other side of the metal door is a simple path that leads to Cid's Workshop Zone. The only items of note are a pair of treasure chests below the walkway that you must grab and lift up to reach.

Continue into Cid's Workshop Zone. To enter the workshop pull the lever to open the front door.

⑭



area periodically. The inevitable cat and mouse game with the pr

TREASURE!

If you want to pick up a few gil, run around the perimeter of the workshop to find two treasure chests.

CID'S WORKSHOP

When Layle enters the workshop, Cid greets him warmly and asks him to use his bearer power to activate Cid's latest engine. In return, Layle relates the story of the Alexis crash and his experience in the ruins.

Cid

Say, why don't you try making an accessory?

here. He is currently hard at work developing steam engine tech

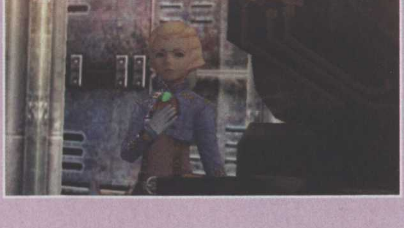
Once you resume control of Layle, open the five chests in Cid's workshop to get some materials and gil. Speak to Cid, who encourages Layle to try his hand at item creation.

CID'S WORKSHOP

Item	Materials Required	Price
Amulet	Nut, Moogle Doll, Cool Specs	40
Cloth Ward	Moogle Doll, Leatherwork, Metal Lighter	80
Glass Ward	Bottle Cap, Metal Lighter, Yo-Yo	120
Bronze Ward	Moogle Doll, Antique, Capsule Toy	200
Glass Earrings	Nut, Bottle Cap, Leatherwork	52
Bronze Earrings	Bottle Cap, Spice, Prism	156
Glass Ring	Cool Specs, Yo-Yo, Four-Leaf Clover	64

When you are ready to move on, approach the large door that you entered through. Layle catches sight of a wanted poster with his face on it. A squad of soldiers demands that he surrender. Layle opens the door and goes out to meet them with no intention of surrendering.

As Layle mops the floor with the soldiers outside of the workshop, Cid reveals that Princess Althea was hiding in the workshop while Layle was there—and she's the same girl whose ferret tried to steal Layle's Crystal Idol!



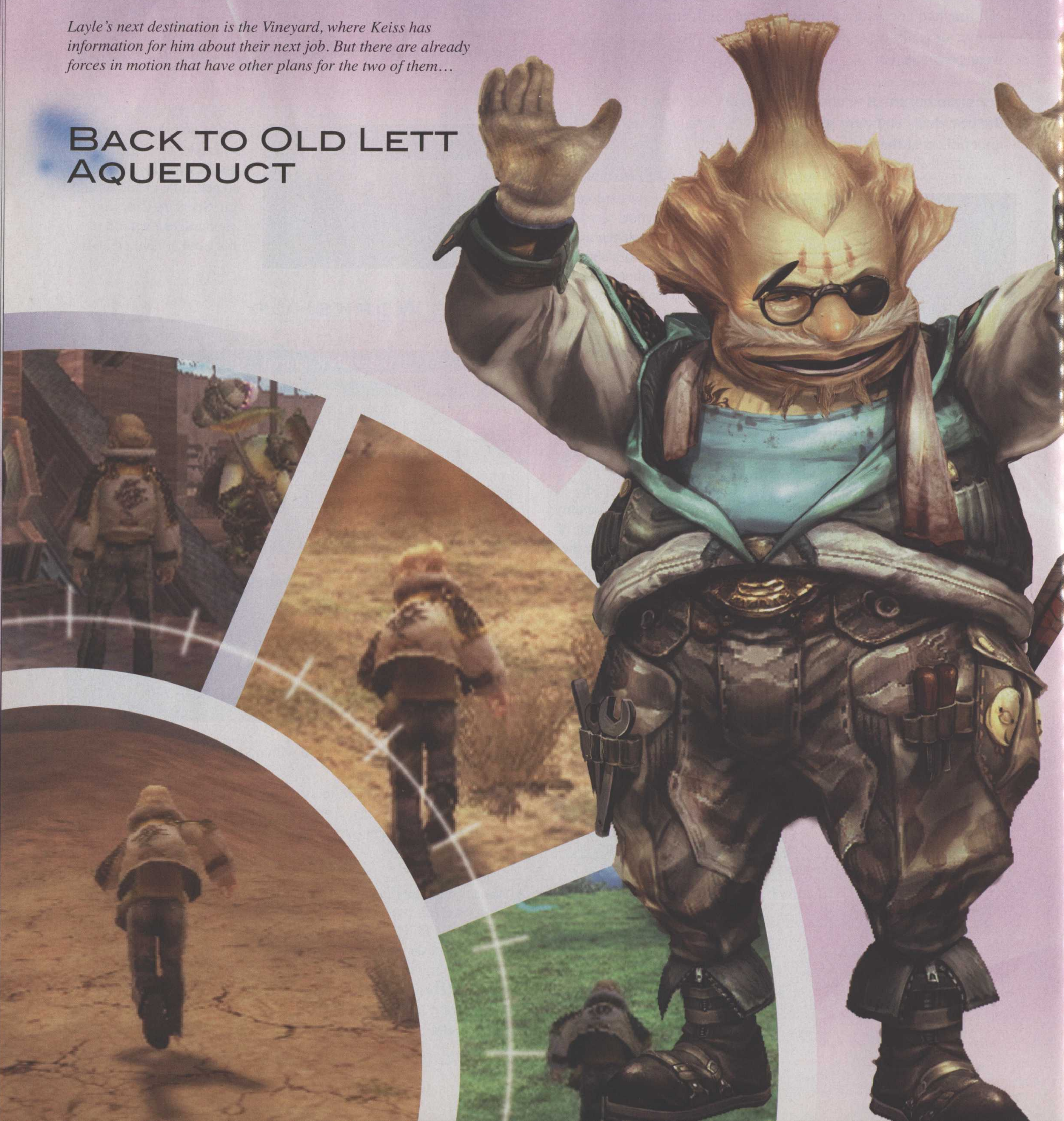
Althea says that Layle is very powerful, but the survival of the kingdom is at stake. Cid says that Layle can be trusted, but he's a crystal bearer, and that means that he attracts danger.

CHAPTER II

FROM BRIDGE TOWN TO THE SELKIE COAST

Layle's next destination is the Vineyard, where Keiss has information for him about their next job. But there are already forces in motion that have other plans for the two of them…

BACK TO OLD LETT AQUEDUCT

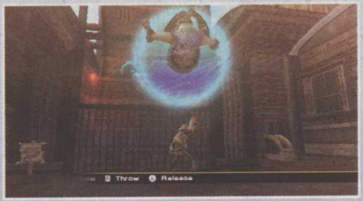


Medals Available for the First Time

036: Hero Trial: Hill Road
058: My First Yo-Yo
065: My First Metal Lighter
161: Clean Streets

After speaking with Cid in his workshop, you appear outside of the workshop. The soldiers who threatened Layle just a few moments ago are scattered and much the worse for wear. The few who remain standing run away from you if you approach them.

161: CLEAN STREETS



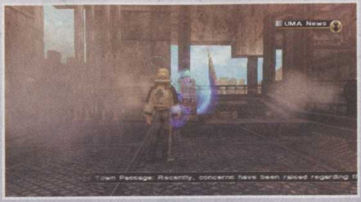
You soon encounter a fenced-in dust chute near Cid's workshop. Grab any of the downed soldiers, hold them above your head, and fire them over the fence to earn this medal. Pull the nearby lever to send them through the dust chute.

Keiss's letter told you to meet him in the Vineyard. To reach the Vineyard, you must start by backtracking all the way out of Bridge Town and through the Eye of the Rock and the Eastern Wildlands until you return to the Old Lett Aqueduct.

Old Lett Aqueduct

company of dogs. The relationship is hardly friendly, though. The

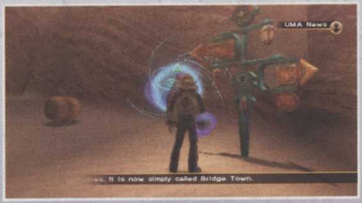
065: MY FIRST METAL LIGHTER



Town Passage: Recently, concerns have been raised regarding t

On your way out of Bridge Town, you can earn this medal by picking up the second issue of UMA News from the newsstand that appears in the Bridge Town Passage. Read the issue via your Inbox to receive a Metal Lighter, which awards you this medal.

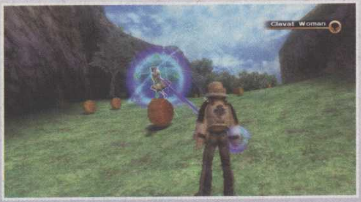
058: MY FIRST YO-YO



ras. It is now simply called Bridge Town.

Pick up the third issue of UMA News from the newsstand in the Eye of the Rock (where you got UMA News #1). This issue comes with a bonus Yo-Yo, which earns you this medal.

036: HERO TRIAL: HILL ROAD



As soon as you start running up the hill in the Old Lett Aqueduct that leads up from the Eastern Wildlands, be ready to grab a Clavat Woman who is tumbling down the hill on a squash. Lift her up and set her down gently to earn the medal.

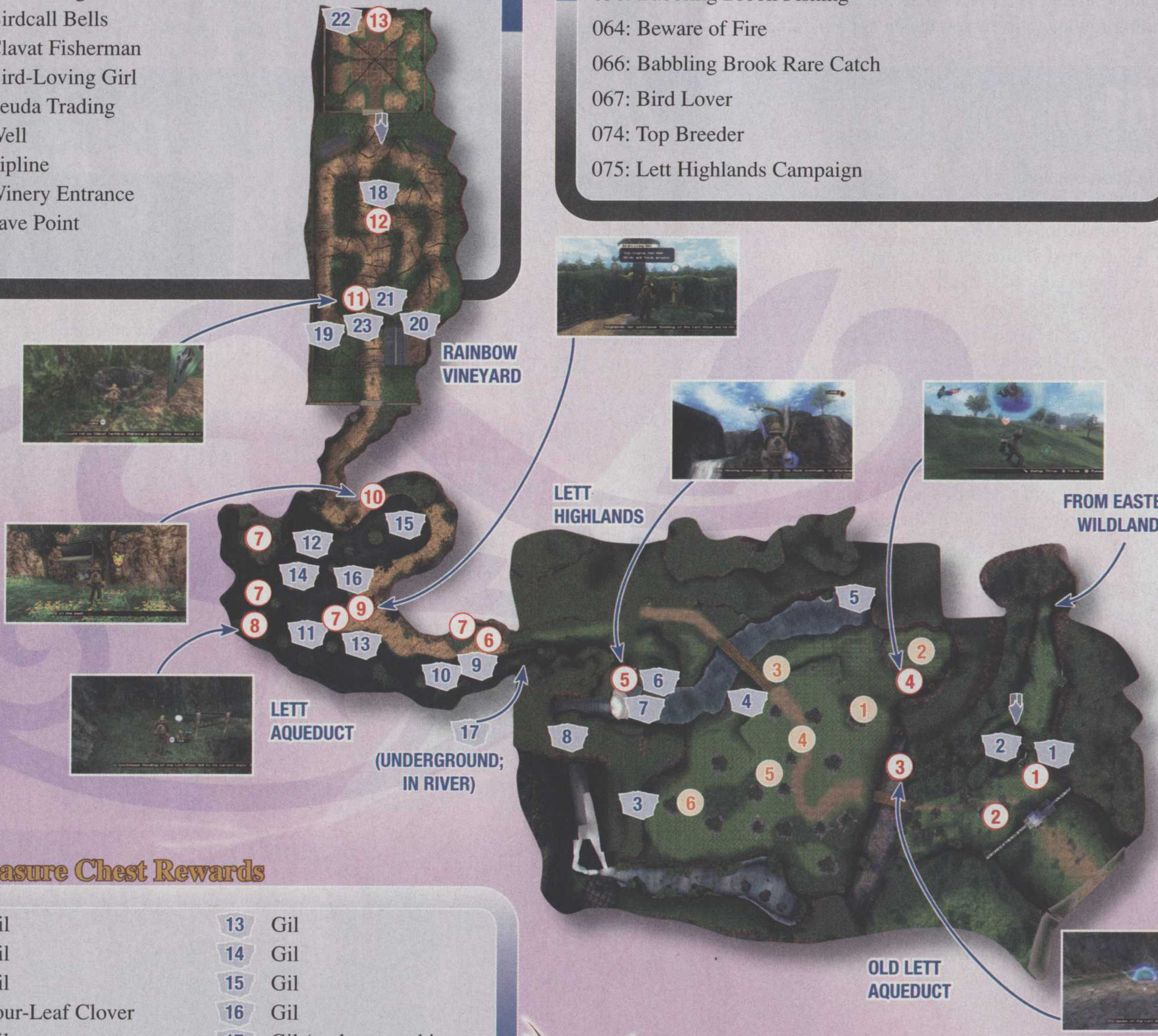
TO THE VINEYARD

Points of Interest

① Stiltzkin
② Mail Moogle
③ Treasure Hunt Club—Treasure #1
④ Beast Bone
⑤ Swinging Branches (to Myrrh Fragment)
⑥ Mail Moogle
⑦ Birdcall Bells
⑧ Clavat Fisherman
⑨ Bird-Loving Girl
⑩ Leuda Trading
⑪ Well
⑫ Zipline
⑬ Winery Entrance
Save Point

Medals Available for the First Time

017: Goblin Dance
038: My First Four-Leaf Clover
044: Fire Spinner
054: Explosive Spirits
056: Babbling Brook Fishing
064: Beware of Fire
066: Babbling Brook Rare Catch
067: Bird Lover
074: Top Breeder
075: Lett Highlands Campaign


RAINBOW VINEYARD
LETT AQUEDUCT
(UNDERGROUND; IN RIVER)
LETT HIGHLANDS
FROM EASTERN WILDLANDS
OLD LETT AQUEDUCT

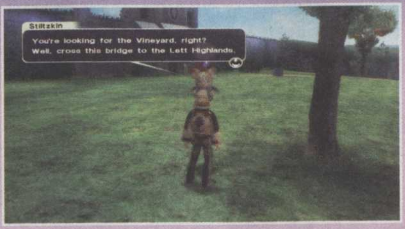
Treasure Chest Rewards

1	Gil
2	Gil
3	Gil
4	Four-Leaf Clover
5	Gil
6	Gil
7	Gil
8	Myrrh Fragment
9	Gil
10	Gil (underwater)
11	Gil (underwater)
12	Gil (underwater)
13	Gil
14	Gil
15	Gil
16	Gil
17	Gil (underground in the river cavern)
18	Leatherwork
19	Gil
20	Gil
21	Gil
22	Gil
23	Gil

Enemies

① Goblin Hunter, Goblin Warriors (x2), Bomb
② Goblin Warriors (x2), Bomb
③ Goblin Warriors (x2), Bomb
④ Goblin Warriors (x2)
⑤ Goblin Hunter, Bomb
⑥ Goblin Warriors (x2), Bomb

OLD LETT AQUEDUCT


Stiltzkin

You're looking for the Vineyard, right? Well, cross this bridge to the Lett Highlands.

When you return to the Old Lett Aqueduct, the message board that had Layle and Belle's Warrants on them is now gone, opening the way to the southeast corner of the area, where Stiltzkin awaits. Speak to him to get directions to the Vineyard.

Feeling Hungry?

Letters
Old L

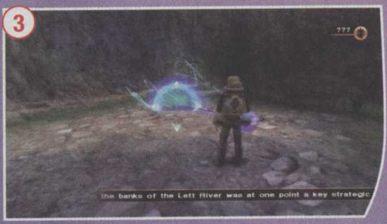
If your Life is not at maximum, refill it by targeting and pulling Nuts from the trees in the Old Lett Aqueduct. The Bee Hives in the trees also contain Life if you shatter them.

Follow the dirt path toward the first bridge. Along the way, you will encounter a Mail Moogle. If you earned the "Hero Trial: Hill Road" medal, you get a letter from the woman you saved, which includes a 100 gil reward.

TREASURE HUNT CLUB—TREASURE #1

If you want to pick up the first treasure for the optional Treasure Hunt Club side quest, drop down from the ledge near the bridge to return to the road where you exited the Crystal Cavern.

③



the banks of the Lett River was at one point a key strategic

Target the ground near the lattice of climbable pink flowers to pull up the treasure and receive a Four-Leaf Clover and some gil for your efforts.

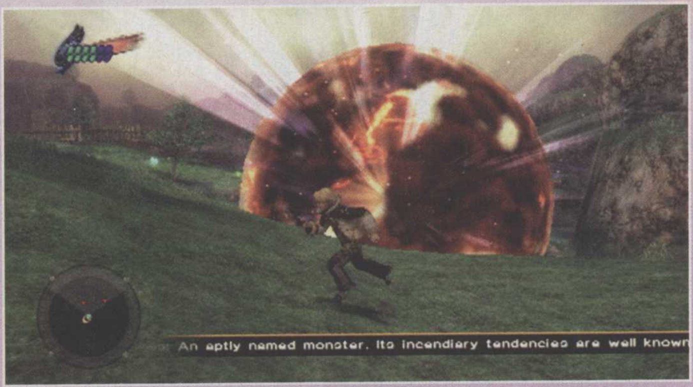
This also earns you the "My First Four-Leaf Clover" medal (medal 038).

To continue your quest, climb up the pink flowers to return to the upper portion of the Old Lett Aqueduct and retrace your steps.

LETT HIGHLANDS

As soon as you cross the bridge, you enter into the enemy-infested Lett Highlands. Groups of goblin warriors and goblin archers are locked in combat with bombs, but they'll all turn and attack you as soon as they see you.

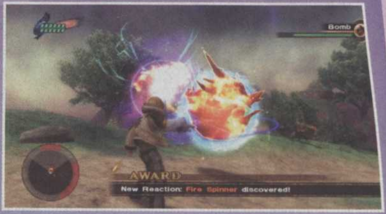
Your best strategy is to pick up the goblin hunters and press B to fire their arrows at other enemies. Keep in mind also that bombs explode in a wide radius when their lives are depleted. You can use this strategy to take out goblins, but don't get caught in the blast! (For more information on bombs and goblins, refer to the Bestiary at the end of this guide.)


An aptly named monster. Its incendiary tendencies are well known

LETT HIGHLANDS MEDALS—DARK WORLD

You can earn the following four medals in the Old Lett Highlands as long as the Miasma Stream remains active:

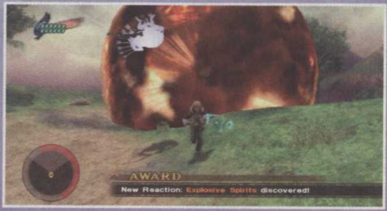
044: FIRE SPINNER



New Reaction: Fire Spinner discovered!

To earn this medal, lock on to a bomb and wait for it to breathe fire, then give it a spin by swinging the Wii Remote left or right. The bomb starts whirling uncontrollably, setting itself alight.

054: EXPLOSIVE SPIRITS



New Reaction: Explosive Spirits discovered!

All you need to do to earn this medal is get a bomb to do what it does naturally: explode. Damage it by throwing it, spinning it, and hurling things at it until it catches on fire. Lift the bomb and toss it to make it blow up.

017: GOBLIN DANCE

This goes hand-in-hand with the other medals: pick up a flaming bomb and bring it near a group of goblins. They'll start clapping and dancing, earning you the medal. Then, throw the bomb at them and get out of there!

064: BEWARE OF FIRE

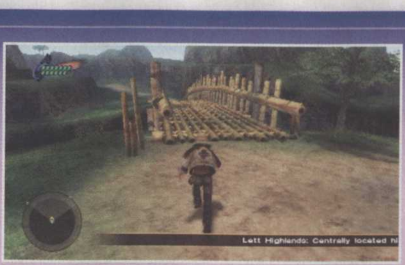
To earn this medal, set a bomb on fire using the methods from "Explosive Spirits." Toss a bucket of water at it when it's aflame to put it out and earn the medal.

075: LETT HIGHLANDS CAMPAIGN

Bomb
Swing: Throw
B Thro

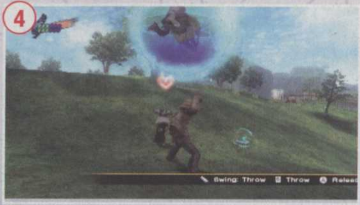
The monsters in the Lett Highlands aren't tough to beat, but they're spread out, and you have a tight time limit to eliminate them all before the phase shift. Use your radar to find and destroy them quickly, then shut down the Miasma Stream to earn this medal.

Start by locking on to bombs, waiting for them to breathe fire, and spinning them. Pick them up and throw them at goblins to trigger the bomb's explosion and wipe out several enemies at once.


Lett Highlands: Centrally located hi

Whether you choose to stay and fight the monsters or search for treasure chests (see map), eventually you need to cross the second bridge to the northeast to proceed toward the Vineyard.

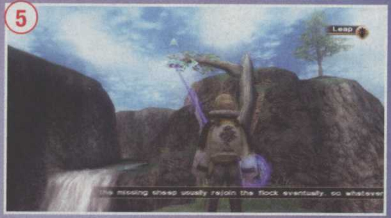
074: TOP BREEDER

④


To earn this medal, pick up the beast bone near the corral and hold it above your head. Look for the dog that should be running around in the area. It sits up and begs when you approach it; throw the beast bone by pressing B to earn the medal.

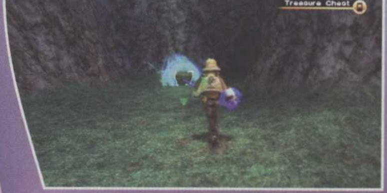
MYRRH FRAGMENT

Myrrh Fragments are among the rarest and most valuable items in the game. They increase your Life by one bar, and you usually only get them from closing Miasma Streams. But there's one on the other side of the second bridge of the Lett Highlands that you should definitely pick up.

⑤


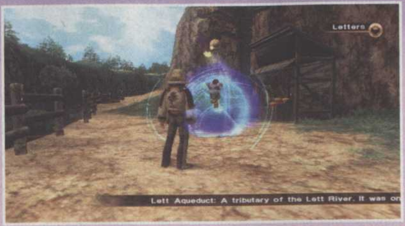
he missing sheep usually rejoin the flock eventually, so whatever

As soon as you cross the bridge, climb up the pink floral vines to reach the highest point of the rock formation to the left of the bridge. From there, lock on to and swing across a pair of branches with pink flowers.



Drop down from the second branch and cross the stream ahead of you that turns into a waterfall. A treasure chest containing the Myrrh Fragment lies just beyond the stream.

LETT AQUEDUCT



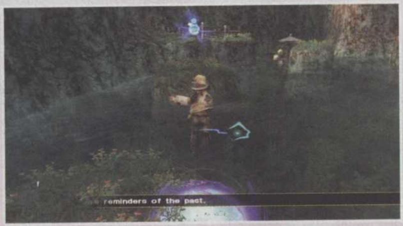
Lett Aqueduct: A tributary of the Lett River. It was on

Proceeding down the path leading from the Lett Highlands' second bridge takes you to the Lett Aqueduct, where there are no enemies. A Mail Moogle greets you at the entrance to the Highlands.

If you want to, you can simply run along the path and proceed directly to the Vineyard. But there are a number of treasure chests in the area that are worth collecting (see map); open the submerged chests by swimming over them, grabbing them, and swinging the Wii Remote.

TREASURE!

Look for small bubbles rising up from several points along the bed of the river. Target them to see "???" appear in the upper right corner. Grab them and shake the Wii Remote to release a few gil or some Life.

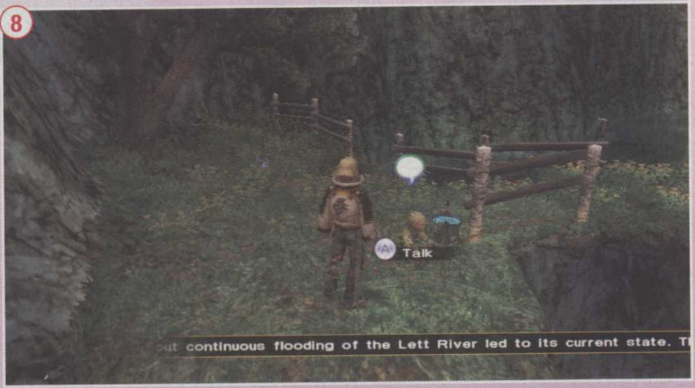


reminders of the past.

You can leap along the tiny islands in the stream by facing the nearest one and walking carefully toward it. Press Ⓐ when the jump icon appears to make the jump.

On one of the islands, you encounter a little old Clavat Fisherman who invites you to join him in a bit of fishing. If you accept his offer, you have two minutes to catch as many fish as you can.

⑧

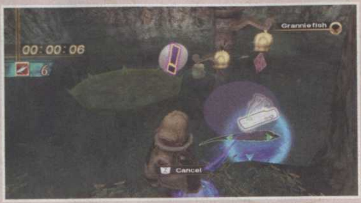


ut continuous flooding of the Lett River led to its current state. T

To catch a fish, target it and lock on to it, but don't try to pull it out of the water until you see the Wii Remote logo on the screen. When the logo appears, swing the Wii Remote straight up to land the fish.

Reel 'em In

Like all of Layle's crystal bearer powers, his fishing abilities work better the closer the fish is to him. Also, you can target and lock on to another fish while your last catch is still being displayed on the screen, which saves you a crucial second or two.



056, 066, & 267:
BABBLING BROOK FISHING, RARE CATCH, AND FISHING MANIA

There are two medals to be earned by fishing with the old man. You earn the first simply by fishing once.

The second medal requires you to catch a rare fish. This just requires some patience and quick reflexes. Keep fishing until you see a Granniefish appear, and land it to earn the medal.

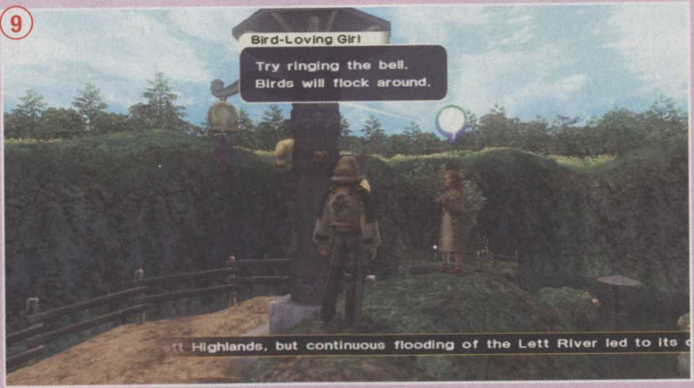
If you catch at least 30 fish over multiple fishing trips (even in more than one area), you earn the "Fishing Mania" medal.

TREASURE!

If you don't mind doing a bit of backtracking, jump into the river and swim back toward the Lett Highlands. Explore the cavern that you subsequently fall into to find a treasure chest with some gil in it.

Also, there are several Birdcall Bells around the Lett Aqueduct. A Bird-Loving Girl near one of them explains that if you grab any of the bells and swing the Wii Remote to ring it, birds will flock around you.

⑨



Bird-Loving Girl

Try ringing the bell.
Birds will flock around.

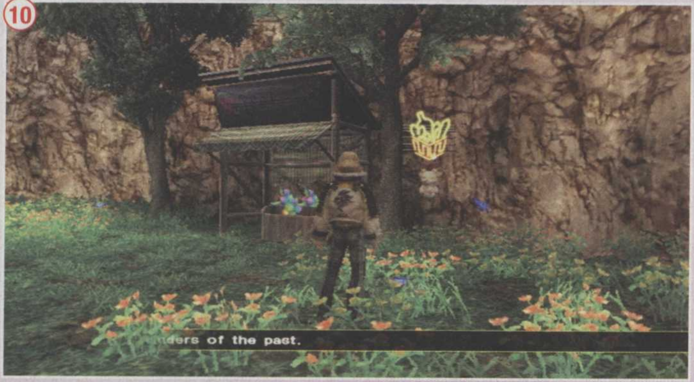
tt Highlands, but continuous flooding of the Lett River led to its c

067: BIRD LOVER

If you stand very still after ringing a Birdcall Bell (i.e., put the Wii Remote down gently and don't touch it), a bird may land on your head and hatch an egg, earning you this medal.

...ende are reminders of the past.

Finally, just before you reach the Vineyard, you encounter a moogle shop called Leuda Trading.


⑩

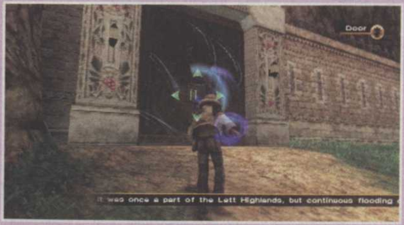
...iders of the past.

A Quick Snack

There's no combat in your immediate future, but if your Life is less than full, you can replenish it by grabbing the Rainbow Grapes from the moogle's shop stall.

VINEYARD

Follow the Lett Aqueduct path all the way to the end. Use your bearer powers on the window in the middle of the large door to open it and enter the Vineyard.



It was once a part of the Lett Highlands, but continuous flooding c

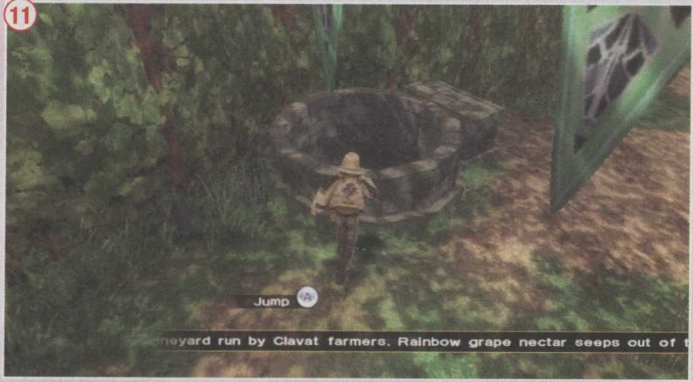
There are a number of treasure chests to find and open in the Vineyard (see map), and you can refill your Life by plucking Rainbow Grapes off of the vines.

The next event in the story requires you to approach the Winery at the far end of the Vineyard near the Save Point. Jegran wants Keiss to capture Goldenrod and retrieve Belle's camera. The eavesdropping Layle agrees to help Keiss capture Goldenrod, who entered the Winery.

Before you proceed into the Winery, however, there are a couple of things you might want to do first:

THE MAN IN THE WELL

Near the entrance to the Vineyard, there is a well that you can jump down into. Speak to the Confined Man down there to hear the story of how he wound up there.


⑪

...neyard run by Clavat farmers. Rainbow grape nectar seeps out of t

78: BOTTOM OF THE WELL

Use Layle's bearer powers to tug on the rope while you're visiting the Confined Man, and you'll see the others are indeed still sending food to him. Climb out via the rope, and stop by the Winery's plaza before jumping back down the well for another visit. Each time Layle revisits, pulling the rope will advance the Confined Man's story another step. When the story resolves (on Layle's fifth visit), you will be awarded with this medal.

TREASURE!

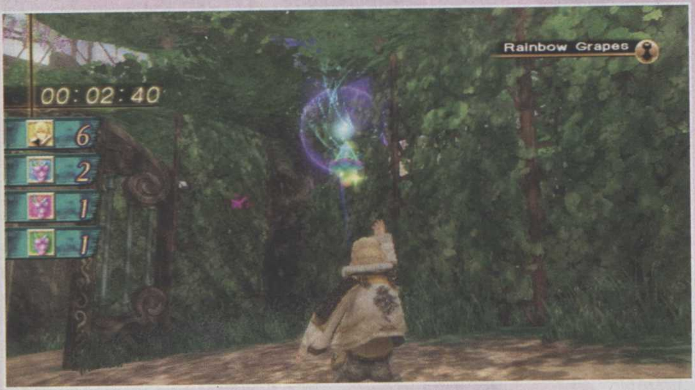
Don't miss the chance to get a Metal Lighter from the treasure chest near the Confined Man.

To exit the well, you can either approach the rope and press Ⓐ to climb back out, or you can follow the cavern tunnel back to the Lett Aqueduct.

GRAPE PICKING

After viewing the scene with Keiss and Jegran, either leave the Vineyard and return to it, or save at the Save Point and reload your game. Open the door to the courtyard outside of the Winery to see the Vineyard Elder, whom you can speak to and offer to assist in the Rainbow Grape picking.

Ring the Plaza Bell above his head to begin a Rainbow Grape picking contest. To win, you must collect more Rainbow Grapes than your three competitors by plucking them off of the Vineyard's vines with your bearer powers.



Normal Rainbow Grapes are worth one point, ripe grapes (indicated by a golden sparkle) are worth two points, and rotten grapes (with a purple aura around them) cost you a point. The harvester with the highest point total at the end of the one-minute time limit is the winner.

From Ripe to Rotten

Rainbow Grapes go from ripe to rotten very quickly. If a distant grape has the ripe sparkle around it, don't bother running for it, because it will turn rotten by the time it's within range of your powers.

Similarly, it's worth waiting a second or two to pick a normal grape and see if it ripens, doubling its point total. But, only do this if there are no other harvesters around you, or they'll pick the fruit before you get a chance!

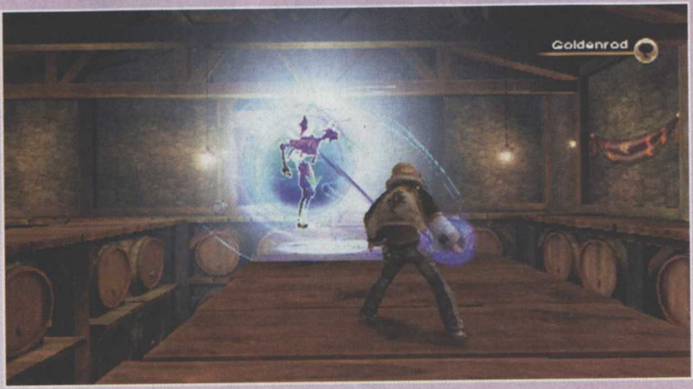
068: RAINBOW GRAPE CONTEST

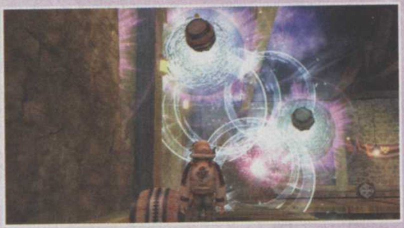
Winning the Rainbow Grape picking contest at least once earns you this medal. You'll also receive a cash reward via Moogle Mail for helping out with the harvest.

THE WINERY

When you are ready to proceed, enter the Winery by opening the door with your bearer powers. Goldenrod is inside, and you and Keiss must work together to capture her.

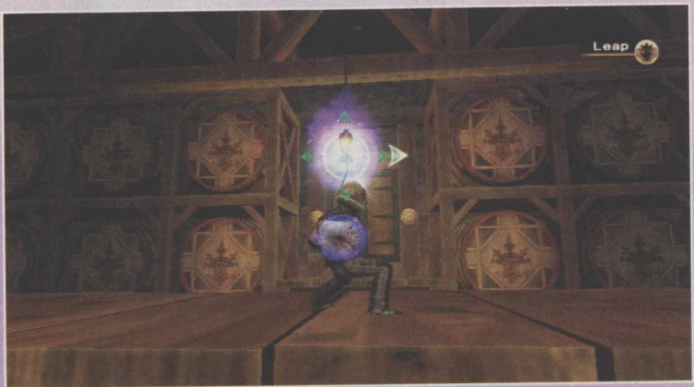
Let Keiss take the lead. He chases her around the Winery for awhile, but is unable to capture her. Anticipate where she's going and cut her off. You must lock onto her using your bearer powers three times to end this part of the chase.



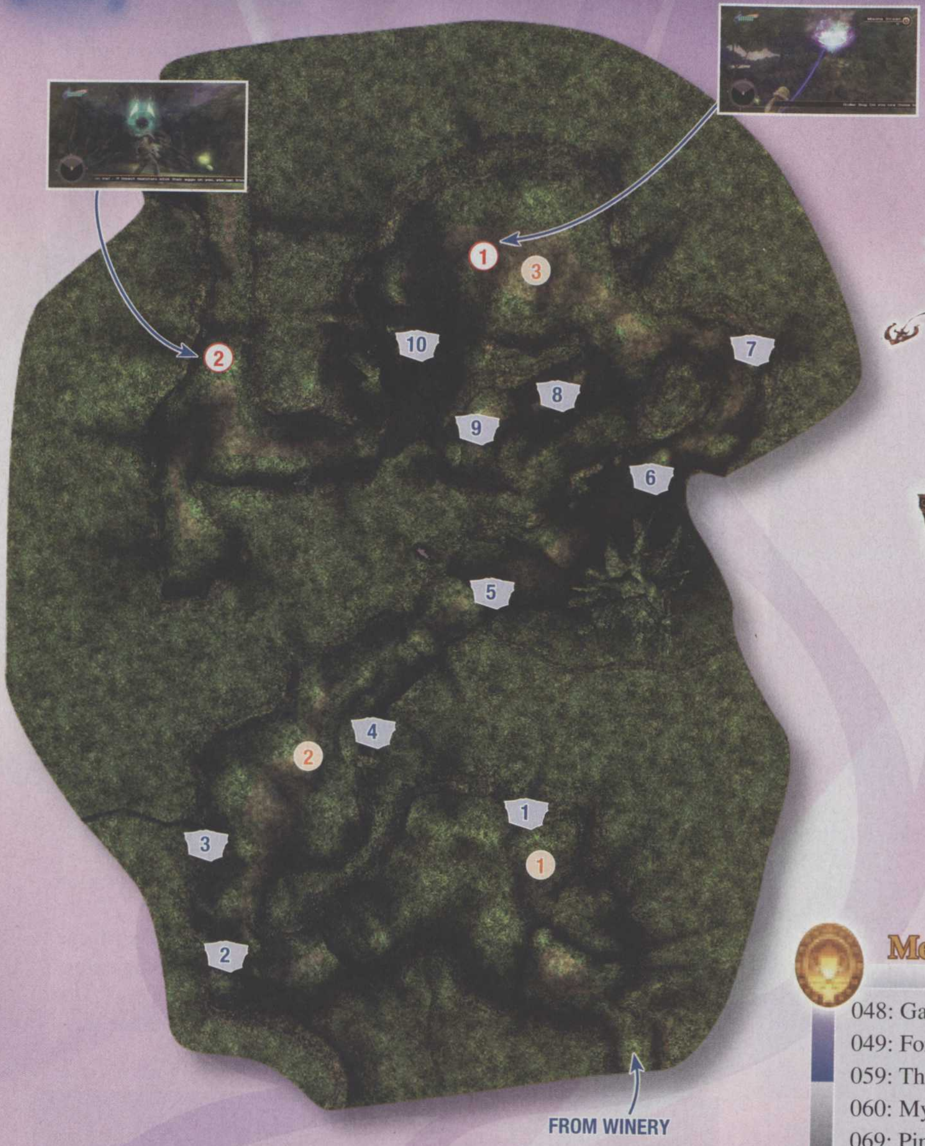


Goldenrod attacks by summoning three wine barrels and hurling them at you. You can either execute a rolling dodge to avoid them, or you can pluck them out of the air with your bearer powers.

After you hit Goldenrod three times with your powers, she flees from the Winery with Keiss in hot pursuit. Follow them by grabbing onto and swinging across the hanging lamps to reach the Winery Back Door that they went through. Use your powers to open it and continue the chase into the Forgotten Forest.



FORGOTTEN FOREST



Points of Interest

① Miasma Stream
② Goldenrod

Enemies

1 Roller Bugs (x4), Bloomers (x3)
2 Roller Bugs (x2), Bloomers (x4)
3 Roller Bugs (x4)

Treasure Chest Rewards

1	Gil
2	Gil
3	Gil
4	Gil
5	Gil
6	Gil
7	Gil
8	Gil
9	Gil
10	Four-Leaf Clover

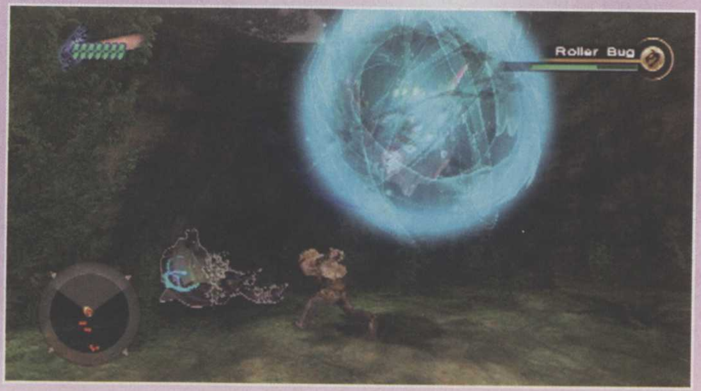
Medals Available For the First Time

048: Gardening
049: Forgotten Forest Campaign
059: The Ties That Bind
060: My First Spice
069: Pinballer
070: Pollen Bearer

Follow the forest path forward until you come to a ledge with several roller bugs and bloomers below. Although they are numerous, these enemies aren't very difficult to defeat if you use the proper strategies.

The best way to beat a roller bug is to grab it and fling it at another roller bug. The two roller bugs fuse together into a ball, which you can then pick up and throw at other enemies. While in their spherical form, roller bugs cannot attack you. Fling the ball to send it careening around the area, flattening every enemy in its path.

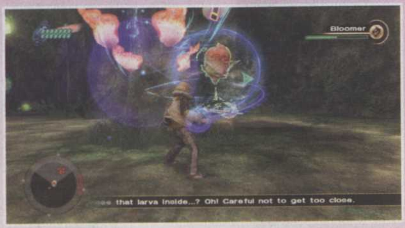
Roller bugs attack by squirting eggs at you. If you wind up covered in larvae, execute a rolling dodge to shake them loose.



059 & 069:
THE TIES THAT BIND AND PINBALLER

Fusing two roller bugs together by throwing one at another earns you the "Ties That Bind" medal.

Once you have joined two roller bugs, lock on to them and swing the Wii Remote to the right or left to send the ball hurtling in that direction, flattening everything in its path. This earns you the "Pinballer" medal.

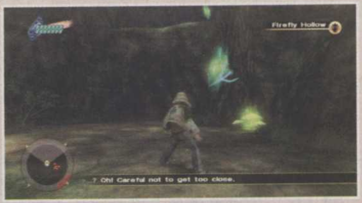


...that larva inside...? Oh! Careful not to get too close.

Bloomers have a lazy attack pattern, pulling themselves out of the ground and floating around the area, firing a pollen beam when they get close. Grab and swing the Wii Remote left or right to spin their petals off, or swing up to dash into them and knock them to the ground.

Firefly Friends

Glowing green firefly fungi and firefly hollows are dotted throughout the forest. Using your bearer powers on a firefly fungus releases a glowing green spore that leads you in the direction you need to proceed in.



...? Oh! Careful not to get too close.

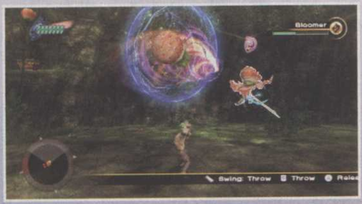
Use your bearer powers on a firefly hollow to reveal a nearby vertical vine that you can use to climb up to a higher level of the Forbidden Forest.

Continue along the forest path until you come to the next group of enemies and use the same strategies to defeat them as you used on the first group. If your Life starts to get low, pluck a Nut or two from the trees overhead to replenish it.

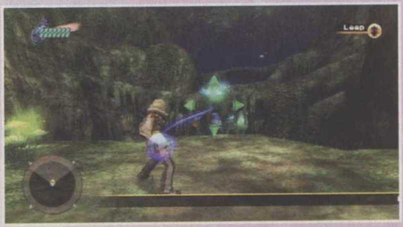
048, 060, & 070:
GARDENING, MY FIRST SPICE, AND POLLEN BEARER

Once you've locked onto a flying bloomer, swing the Wii Remote down to plant it back into the ground, temporarily disabling it and earning you the "Gardening" medal.

After spinning a flying bloomer to knock it to the ground, pick it up so that it emits a pollen cone. Aim it at another bloomer and fire it. (B to detonate both bloomers and earn "Pollen Bearer.")



By doing so, you'll also cause the bloomers to drop Four-Leaf Clovers and Spice; pick up the Spice to earn the "My First Spice" medal.



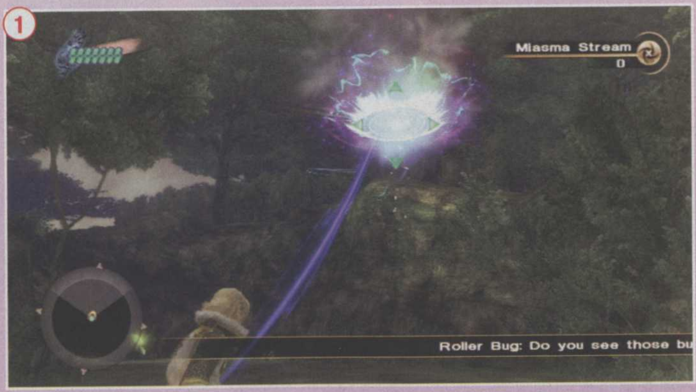
Use the firefly hollow to reveal the vine leading up to the next section of the forest, where you catch a glimpse of Goldenrod fleeing ahead. Swing from the glowing green branches to pursue her.

TREASURE!

You can also choose to drop down to the area beneath the glowing branches to find two treasure chests containing gil, as well as a firefly hollow that reveals the vine leading back up to the next area.

Defeat the last group of roller bugs near the Miasma Stream. If you have defeated all of the enemies along the way, you can now close the Miasma Stream and earn another Myrrh Fragment.

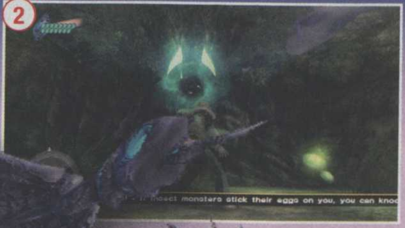
Because there is no phase shift in the Forbidden Forest, this is the easiest Miasma Stream to close, so you should not pass up the opportunity.



Roller Bug: Do you see those bu

049: FORGOTTEN FOREST CAMPAIGN

Defeating all of the enemies in the Forgotten Forest and closing the Miasma Stream earns you this medal.



When you have completed everything that you want to do in the Forgotten Forest, run into the glowing green portal near the Miasma Stream to proceed, and follow the path to confront Goldenrod.

Boss Battle: BAHAMUT

Layle and Keiss pursue Goldenrod out of the Forgotten Forest and into a completely different world. When Layle refuses to back down, Goldenrod summons the great beast Bahamut to attack!

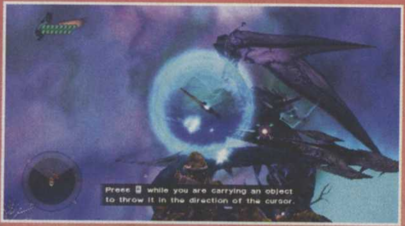
This battle is fought on a small island floating somewhere in space and time. A small horde of goblins shares it with you, but don't worry about fighting them; just evade their attacks as you focus on Bahamut.

The only weapon that can damage Bahamut is a Rusty Sword that sparkles on the ground. Pick it up, look up at Bahamut, and aim at the target point on the huge monster's torso. Press B to throw the sword. If your aim is true, Bahamut takes damage.

Gimme That Sword!

If you can't find the Rusty Sword on the ground, look for a goblin that has a sparkling aura around it. That goblin holds the sword. Grab and fling the goblin to disarm it, and then pick up the Rusty Sword to use against Bahamut.

After Bahamut is damaged, it takes to the sky and attacks with a flame blast. Dodge the attack until Bahamut comes to rest on the ground again, and then repeat the Rusty Sword attack. This time, target the highlighted area on Bahamut's chest.



Press B while you are carrying an object to throw it in the direction of the cursor.

Once again, Bahamut flies up into the sky and rains fire down upon you. Avoid the attack, grab the Rusty Sword a third time, and then fling it into the target on Bahamut's head to conclude this portion of the battle.

Bahamut retaliates with a blast that shatters the island that Layle, Keiss, and the goblins stand on. Layle and Keiss latch onto a small chunk of floating rock. The goblins aren't so lucky.

The battle with Bahamut is almost at an end. The great beast flies back and forth menacingly. Face it, target the highlighted area, and swing the Wii Remote to leap onto Bahamut. Don't try to follow it—just face one direction and wait for Bahamut to fly toward you.

Once you're on Bahamut, continue locking on to the targeted areas and swinging at each with a wave of the Wii Remote. Layle impales Bahamut with its own spear, opening a vortex into another world that Layle, Keiss, and Goldenrod fall through.

105: BAHAMUT FLYER

To earn this medal you must ride Bahamut for 30 or more seconds at least once. After you hit Bahamut three times with the Rusty Sword, you will move into the second phase of the fight. The goal here is to lock on to the giant dragon but DO NOT pull yourself up for a ride. It may take a few tries, but if you hold the lock on Bahamut he should eventually yank you off your rock and pull you along by your capture beam. Let at least 30 seconds elapse before you shake the Wii Remote to pull yourself over to Bahamut, and you'll earn the medal when you grab onto him.

115: LIGHTNING LAYLE

Aim your throws of the Rusty Sword carefully to finish off Bahamut in record time. Do it in less than 180 seconds to earn this medal.

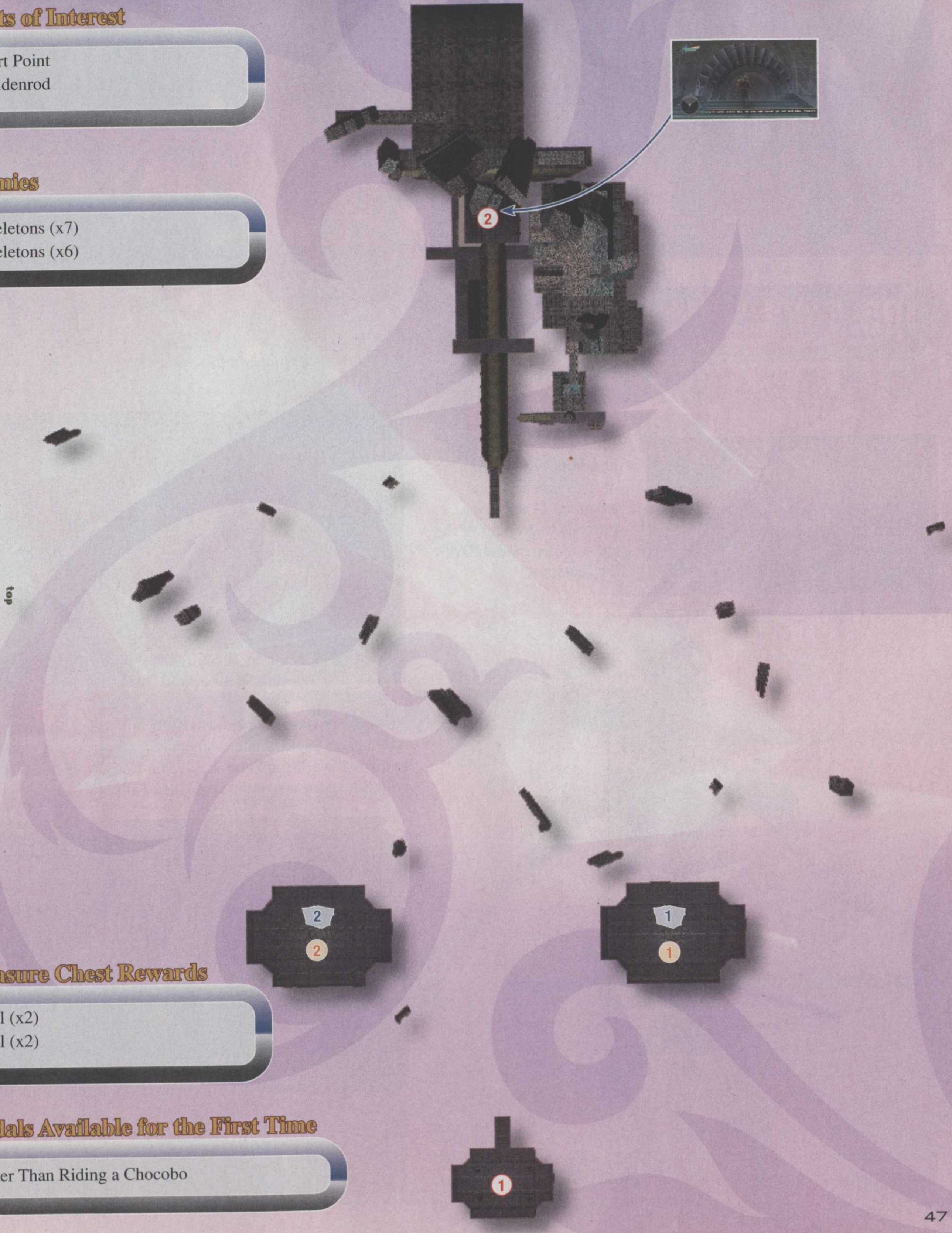
BETWEEN EXISTENCE AND OBLIVION

Points of Interest

① Start Point
② Goldenrod

Enemies

① Skeletons (x7)
② Skeletons (x6)



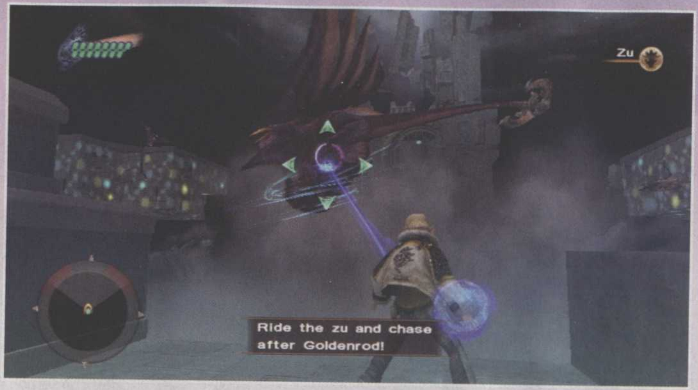
Treasure Chest Rewards

1 Gil (x2)
2 Gil (x2)

Medals Available for the First Time

095: Easier Than Riding a Chocobo

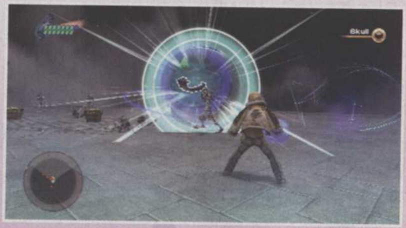
When you resume control, walk up to the outcropping of the platform you start on and aim up at the bird-like zu flying overhead. Target one and swing the Wii Remote to leap up to it.



Ride the zu and chase after Goldenrod!

095: Easier Than Riding A Chocobo

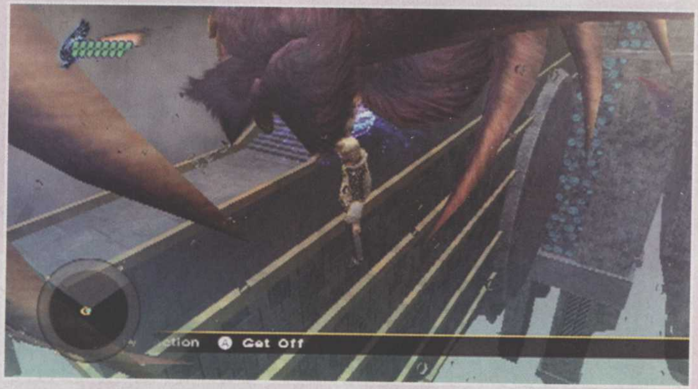
The first time you latch onto a zu and ride it, you earn this medal.



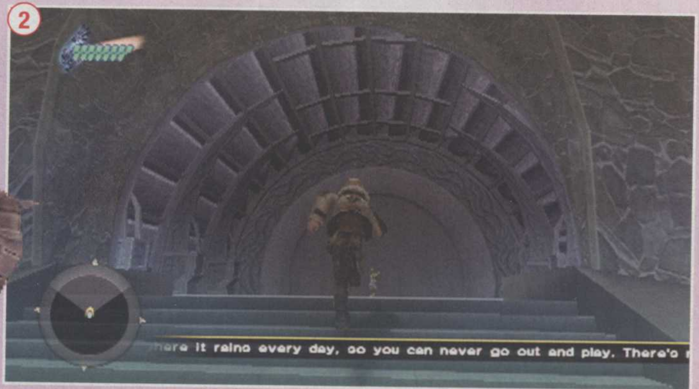
Ride it to one of the two platforms with a pair of treasure chests and a number of skeletons. Press Ⓐ to drop off of the zu, and then defeat all of the skeletons.

Hitch another ride on a zu and drop off of it onto the other platform. Once again, clear the area of skeletons and help yourself to the gil in the treasure chest.

Once both platforms are clear, latch onto another zu. This time, it should take you to the furthest platform. Run up the stairs and through the vast cavern beyond.

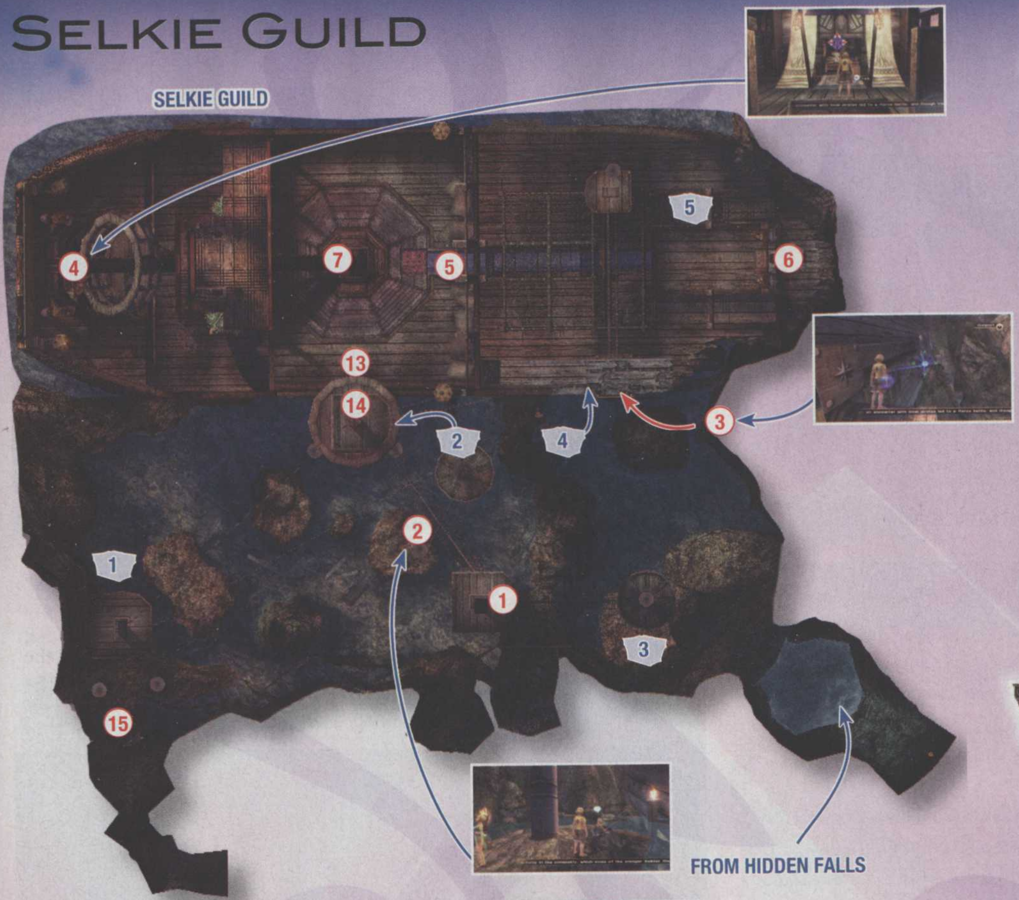


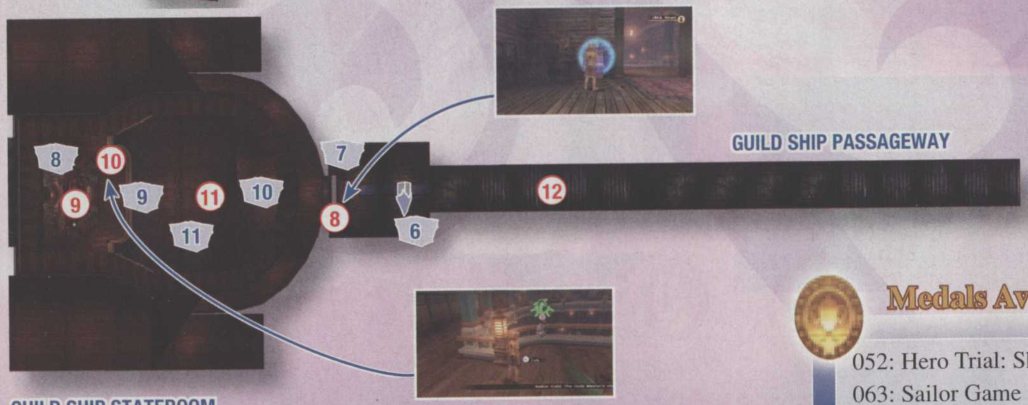
At the other end of the cavern, Layle and Keiss confront Goldenrod once again. Layle unintentionally helps Goldenrod create a portal back to the real world, and both Layle and Keiss wind up at the start of a wild ride at the top of the Forbidden Falls.



here it rains every day, so you can never go out and play. There's

SELKIE GUILD





Points of Interest

① Stiltzkin
② Selkie Fisherman
③ Winch
④ Emblem Emporium
⑤ Stiltzkin
⑥ Stiltzkin
⑦ Ship's Mast
⑧ UMA News #4
⑨ Vaigali
⑩ Atelier Carline Jewelry
⑪ Mail Moogle
⑫ Selkie Elder (Hero Trial)
⑬ Stiltzkin
⑭ Stiltzkin
⑮ Stiltzkin
Save Point

Treasure Chest Rewards

1	Gil
2	Gil
3	Gil
4	Gil
5	Gil
6	Leatherwork
7	Spice
8	Gil
9	Tongue
10	Gil
11	Gil

Medals Available for the First Time

052: Hero Trial: Ship
063: Sailor Game
071: My First Tongue
073: Pirate Ship Area
084: Setting Sun Rare Catch
094: Setting Sun Fishing

The Forbidden Falls ride spits you out at the entrance to the Selkie Guild. Layle decides to ask the Selkie leader, Vaigali, for help finding Goldenrod. Keiss has some bad history with Vaigali, so he decides to return to the Capital City and meet up with Layle there.

Vaigali is in the Selkie Guild. To reach him, all you have to do is cross the elevated platforms and speak to Stiltzkin in three different locations (labeled on the map). But there are a few other things you might want to do before meeting with Vaigali.

Gone Fishin'

There is a Selkie Fisherman sitting on one of the tiny islands at sea level. Speak to him if you want to go fishing, just as you did at the Lett Aqueduct. The method is exactly the same.

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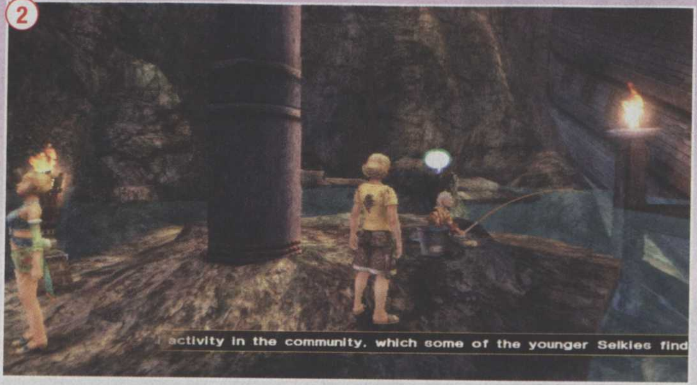
activity in the community, which some of the younger Selkies find

094 & 084: Setting Sun Fishing and Setting Sun Rare Catch

If you decide to fish in the waters of the Selkie Guild and you catch even one fish, you earn the "Setting Sun Fishing" medal.

If you catch one of the two rare species of fish in these waters (Marco or Tipping Trout), you earn the "Setting Sun Rare Catch" medal.

Drop Anchor

If you drop all the way to sea level and approach the cannons on the side of the Selkie ship, you can lock on to them and swing from one to the next; one of them needs to be pulled out from the hull with your bearer powers before you can jump to it.

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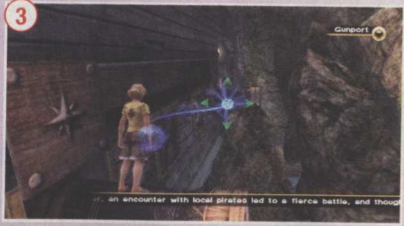
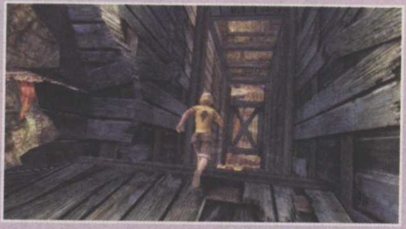


, an encounter with local pirates led to a fierce battle, and thoug

Leaping across the cannons brings you to a hole in the ship where you can use your bearer powers on a Winch to drop the ship's anchor. Drop into the water after it and climb the anchor line to reach another hole in the hull that contains a treasure chest filled with gil.



Emblem Emporium

There's a moogle shop that sells emblems in the end of the ship opposite the passageway to Vaigali's quarters. It offers the same emblems at the same prices as the store of the same name in Bridge Town.

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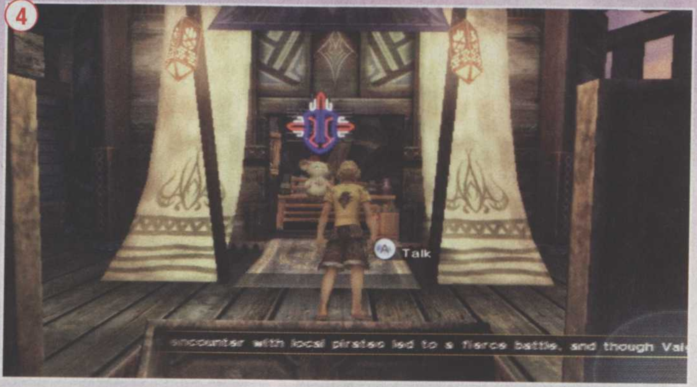
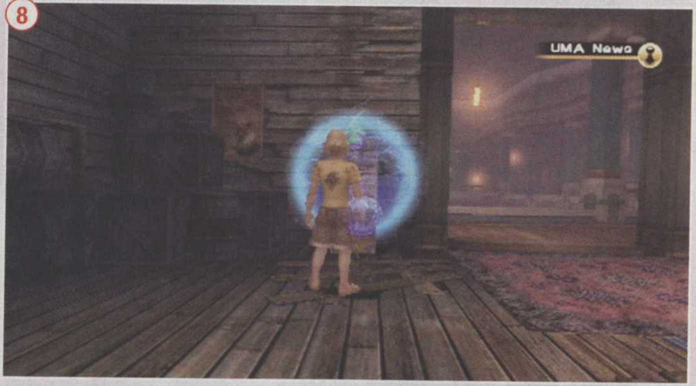


encounter with local pirates led to a fierce battle, and though Vai

SELKIE GUILD SHIP

Go down the passageway indicated by Stiltzkin to find Vaigali. Use the Save Point if you wish, and don't forget to pick up the fourth issue of UMA News before you head into the Guild Ship Stateroom.

8


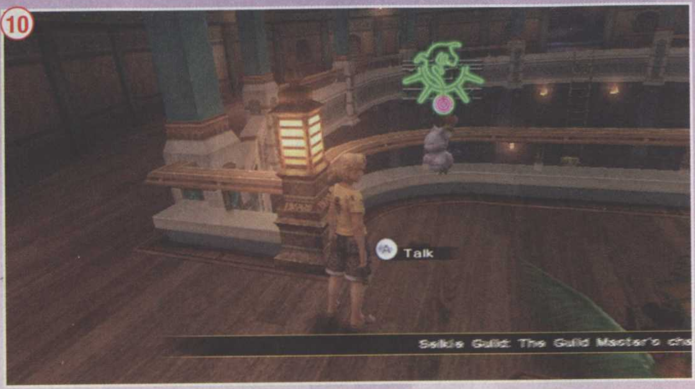
071: My First Tongue

Pick up UMA News #4 and read it to get a Tongue as a bonus item. Since this is the first time you've received this item, you earn the "My First Tongue" medal for doing so.

Approach Vaigali in the Guild Ship Stateroom to have a conversation with him. After some negotiation, Vaigali agrees to help Layle find Goldenrod. He also suggests that if Layle wants to get into the capital without being noticed, he should take the last Selkie Train scheduled to go there.

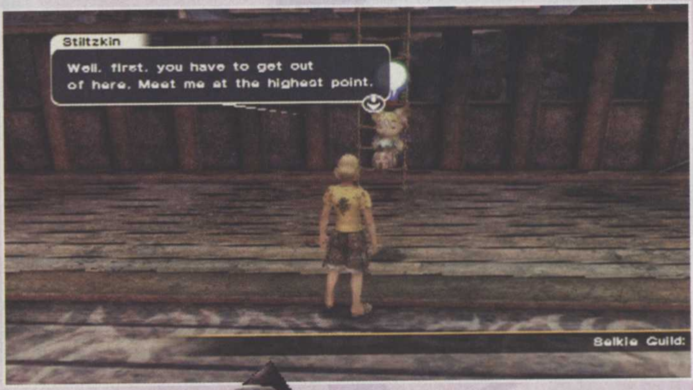
After speaking with Vaigali, you might want to talk to the nearby moogle, who runs Atelier Carline Jewelry. His prices are more expensive than it would cost to make the items at a workshop, but you don't need materials to create them.

⑩



Selkie Guild: The Guild Master's cha

When you're done exploring the Selkie Guild ship, leave the way you came in. Speak to Stiltzkin on the deck of the ship; he tells you that in order to board the Selkie Train, you must first get out of this area. To do that, you need to reach its highest point.


Stiltzkin

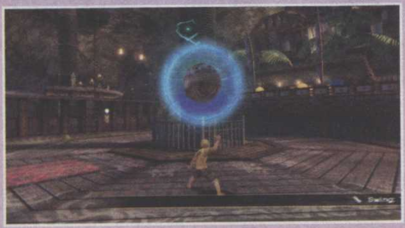
Well, first, you have to get out of here. Meet me at the highest point.

Selkie Guild:

052: HERO TRIAL: SHIP

As you exit the Selkie Guild ship, you encounter a Selkie Elder careening down the Guild Ship Passageway atop an out-of-control barrel. Pluck him off of the barrel to earn this medal.

WEAPONS OF MAST DESTRUCTION



You can find Cannon Shells around the deck of the Selkie ship. Pick them up and fire them at the large mast in the center of the ship to cause it to wobble and eventually fall over.

063: SAILOR GAME

Knocking over the Selkie Guild Ship's central mast with Cannon Shells earns you this medal.

073: PIRATE SHIP AREA

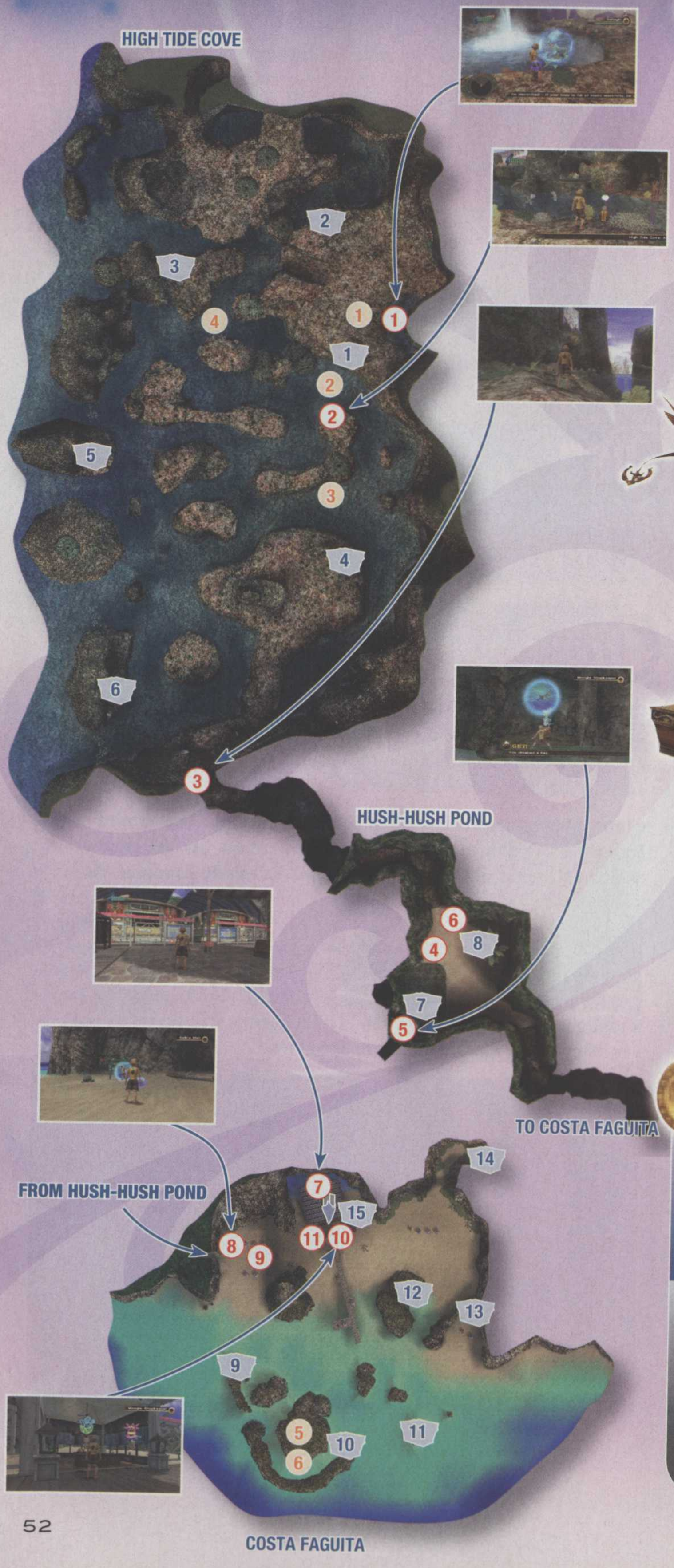
Before you leave the Selkie Guild area altogether, you might want to climb to the highest tightrope in the area and very carefully walk from one end to the other. Doing so earns you this medal.

Climb up two rope ladders from the point where you spoke to Stiltzkin, and you'll meet him at the crow's nest of the mast. Speak to him again, and he tells you that you need to climb the ladder at the end of the nearby rope.

Face the rope and press Ⓐ to slide along it. When you reach the end of it, climb the nearby ladder to reach Stiltzkin once again. He tells you that the passageway behind him leads to High Tide Cove. Follow the torchlight to Hush-hush Pond, and Costa Faguita will be in front of you. The Selkie Train station is located there.

n has yet to be discovered.

TO THE SELKIE TRAIN



Points of Interest

① Start (from Covenant Falls)
② Selkie Fisherman
③ To Hush Pond
④ Buried Key
⑤ The Magic Chest (Shop)
⑥ UMA News #5
⑦ Selkie Train
⑧ Selkie Man and Turtle
⑨ Stiltzkin
⑩ Moglique's Shop and Creative Wave Workshop
⑪ Mail Moogle
▼ Save Point

Enemies

① Sahagin (x3), Electric Jellyfish
② Electric Jellyfish, Sahagin
③ Electric Jellyfish, Sahagin
④ Sahagin (x2)
⑤ Flan
⑥ Electric Jellyfish (x6)

Treasure Chest Rewards

1	Prism	9	Prism
2	Gil	10	Gil
3	Gil	11	Tasty Tidbit
4	Gil	12	Tongue
5	Gil	13	Gil
6	Gil	14	Gil
7	Gil (underwater)	15	Tasty Tidbit
8	Gil		

Medals Available for the First Time

061: Water Spray
072: Covenant Falls Flags
076: My First Prism
077: My First Tasty Tidbit
079: Wild Waves Rare Catch
080: Wild Waves Fishing
082: Turtle Payback
083: Oceanographer
085: High Tide Cove Campaign
086: Rod and Lure
088: Costa Faguita Campaign
089: New Generation
090: Secret Hoard
093: Victory's Reward
096: Instant Charge
099: Crowned Flan
102: No Swimming
103: Guardian Angel
104: Ring Toss King
106: Tesla Strike
116: Electric Fortress
117: Farewell, Sea Breeze
180: Little Moogle Aid

The ride down Covenant Falls is a mini-game, where the goal is to hit as many white flags as possible while avoiding the red flags. It's better to rack up a long string of white flags and avoid the red flags altogether than it is to hit every white flag if it means hitting several red flags along the way.

Swing: Slide

At the end of the Covenant Falls, your score is displayed, and you are deposited in the middle of some enemies in High Tide Cove. If you're not happy with your score, you can reload your game and continue from your last auto-save at the top of Covenant Falls.

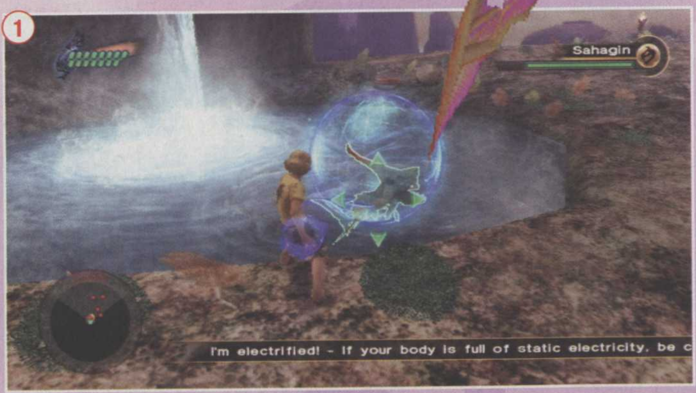
072: COVENANT FALLS FLAGS

Racking up a high score on the Covenant Falls run awards you this medal. 300 points for bronze, 500 for silver, and 1000 for gold.

The enemies present when the Miasma Stream is active in High Tide Cove are among the most dangerous ones you've faced so far. Your main foes are sahagin, vicious fish creatures that are deadly in the water but much more vulnerable on land.

Sahagin attack with a dashing bite while they're in the water. They can also spit water at you if you're on land. Some sahagin have legs and can charge you with the same attack while on land. Additionally, if you try to lift a sahagin out of the water, it counterattacks, knocking you down.

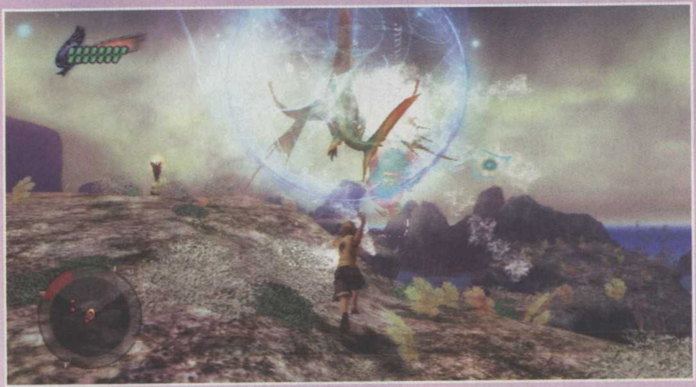
①



I'm electrified! - If your body is full of static electricity, be c

To hurt a sahagin, either lock onto it and swing the Wii Remote left or right to fling it away from you, or lock onto it, wait for it to leap into the air, and then pull up on the Wii Remote to hold it.

While you have a sahagin suspended above you, you can fire its water blast several times by pressing B. When the sahagin is out of water, you fling it.



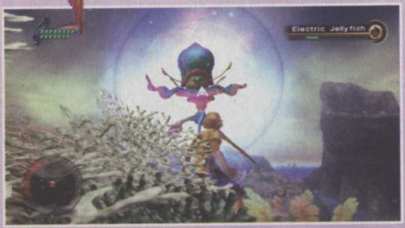
086, 087, & 077: ROD AND LURE, ROD AND LURE PT. 2, AND MY FIRST TASTY TIDBIT

To earn "Rod and Lure," lock onto a sahagin while you're on land and it's in the water. When it leaps into the air, swing the Wii Remote downward to send it flopping onto dry land.

"Rod and Lure Pt. 2" is the same technique, except you need to use it on a legged sahagin. You can also lock onto a legged sahagin and swing the Wii Remote left or right to flip it up onto dry land if you and the sahagin are both in the water.

Defeated sahagins leave behind Tasty Tidbits. Pick one up to earn "My First Tasty Tidbit."

The other enemy present in High Tide Cove is the electric jellyfish. Although it floats lazily in the air, its electric charge can deliver a nasty shock if you come into contact with it. It also leaves you charged up, which you can dispel with a quick dip into the water.



Lock onto electric jellyfish and swing the Wii Remote right or left to stun them and discharge them. When they're not electrified, you can also swing the Wii Remote up to pull yourself into them with a smashing strike. Hurling sahagins into them is a great way to inflict damage on both.

106 & 085: TESLA STRIKE AND HIGH TIDE COVE CAMPAIGN

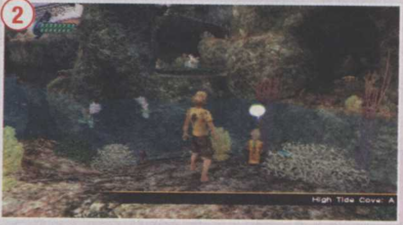
To perform a Tesla Strike and earn the medal of the same name, wait for sparks to appear around an electric jellyfish while it's floating in midair, and then lock onto it. Swing the Wii Remote downward to fire off a shocking burst of energy.

Defeating all of the enemies in High Tide Cove before the phase shift gives you the chance to shut down the Miasma Stream and earn a Myrrh Fragment as usual. It also awards you the "High Tide Cove Campaign" medal.

SELKIE FISHERMAN

You can find a Selkie Fisherman seated on a small island near your start point. You can join him and fish using the exact same techniques as used in the other two fishing spots you've encountered so far.

2

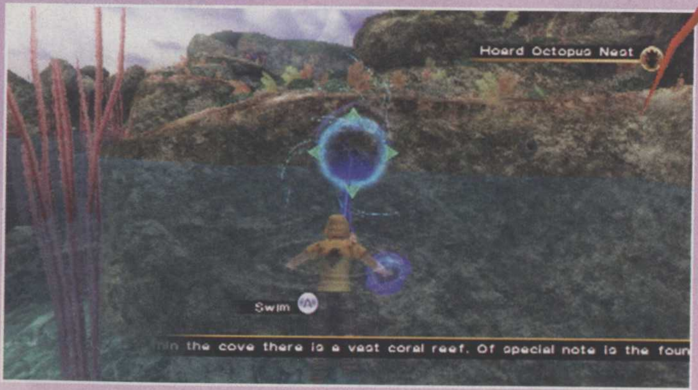


080 & 079: WILD WAVES FISHING AND WILD WAVES RARE CATCH

If you land even one fish in High Tide Cove, you earn the "Wild Waves Fishing" medal. Catch yourself a Marco or Tipping Trout, and you get the "Wild Waves Rare Catch" medal as well.

HOARD OCTOPUS NESTS

Odd little creatures called hoard octopi have formed nests in some of the large spout-shaped barnacles that dot the rocks just above sea level in High Tide Cove. If you can lock on to one, do so, and shake the Wii Remote to pull out gil and, eventually, the hoard octopus itself (which is completely harmless and runs off after a quick ink squirt).



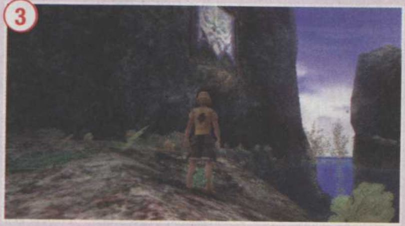
in the cove there is a vast coral reef. Of special note is the foun

090: SECRET HOARD

Stealing even a single gil from a hoard octopus nest earns you this medal. The more gil you steal, the better medal you earn. Gold and silver gil only come out on the first few pulls, so you should search out multiple nests instead of continuously raiding the same one.

There are plenty of nooks and crannies to explore in High Tide Cove. Swimming around everywhere can take awhile, and it's also dangerous when the Miasma Stream is active, but you can lock on to and swing up to any of the rope suspension bridges that connect the tiny islands while you're in the water.

3



When you're ready to proceed, look for the lower of the two cavern entrances that's marked with a big blue banner (you can't reach the upper one at this time). Enter that cavern and follow it to Hush-hush Pond.

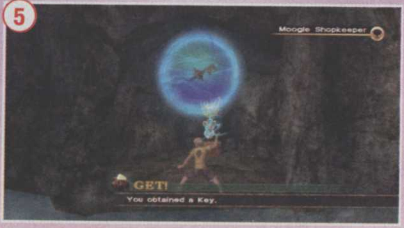
076: MY FIRST PRISM

There's a treasure chest that contains a Prism located in a small alcove under your start position (see map). Opening this chest and picking up the item earns you the "My First Prism" medal.

HUSH-HUSH POND

When you first enter Hush-hush Pond, grab and lift the sparkling spot in the sand to reveal a Key. While holding the Key over your head, aim carefully at the moogle in the ledge beyond the pond and fire the Key at him. This allows him to unlock his shop, The Magic Chest.

5



You obtained a Key.

180: LITTLE MOOGLE AID

Throwing the Key to the moogle not only unlocks his shop, but it also earns you this medal.

removed from the bustle of Costa Faguita. Tourists who mistaking

There's not much to see and do in Hush-hush Pond, so after opening the nearby treasure chests and picking up UMA News #5 (see map), continue on down the path to Costa Faguita.

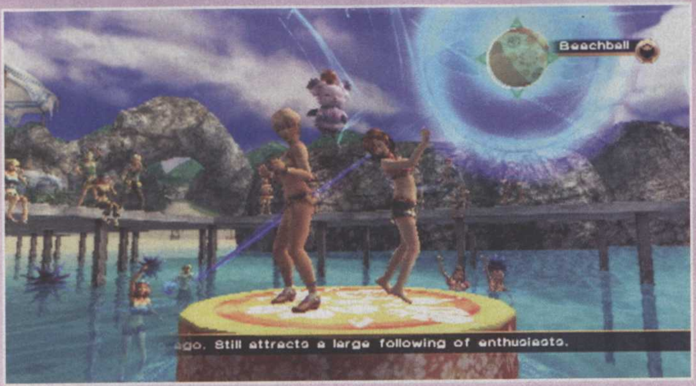
COSTA FAGUITA

As soon as you enter Costa Faguita, Layle eavesdrops on Belle, who is enjoying a break from her day job: collecting and selling information. A mysterious robed man lurks near the dressing room where she's changing.

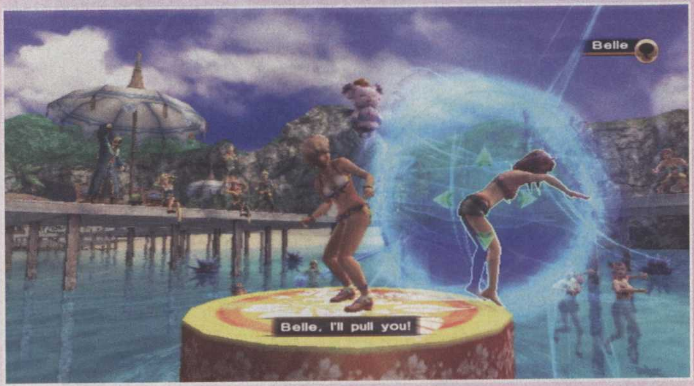
When you resume control of Layle, climb up onto the boardwalk and enter the patio where Belle and her friends were lounging. Layle catches the robed man sneaking around, foiling his theft attempt, and scaring him off. Layle then hears Belle getting into a battle of her own.

In a Beach Battle, the objective is for one woman to knock the other off of a small floating platform. Layle can help Belle, but he can't be too obvious about it, or she'll be disqualified.

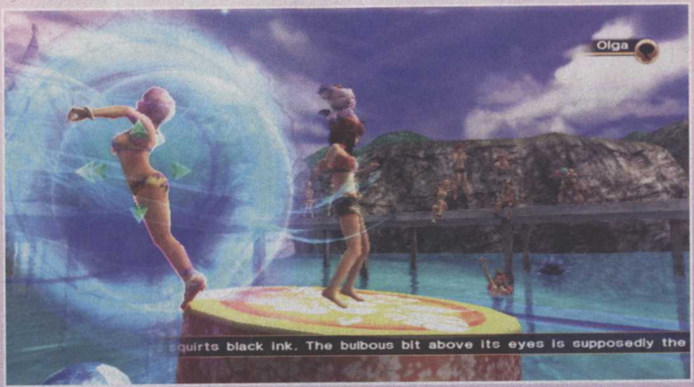
Start the battle by keeping your cursor hovering just above and to the right of Belle's head, and hold down B. This lets you snag the projectiles that come her way; swing the Wii Remote as soon as you're locked on to one to keep it from hitting her.


Beachball
ago. Still attracts a large following of enthusiasts.

If Belle is in danger of being knocked off of the platform, grab her and swing the Wii Remote to pull her back up onto it.


Belle
Belle, I'll pull you!

Wait for Belle's opponent to be distracted by a beach ball or two to the noggin. Belle then tries to bump her off. As soon as she does, lock on to Belle's opponent as she teeters on the edge of the platform and pull her off of it to win the Beach Battle for Belle.


Olga
squirts black ink. The bulbous bit above its eyes is supposedly the

083, 103, 104, & 093:
Oceanographer, Guardian Angel, Ring Toss King, and Victory's Reward

There are four medals to be earned in the Beach Battle. If you block every projectile from hitting Belle, you get the "Guardian Angel" medal. And winning the Beach Battle earns you "Victory's Reward."

The striped moogle referee (Artimecion) hovers above the two contestants. If you pick up the two red-and-white Life Rings and throw both of them around his head, you get "Ring Toss King."

Finally, using your powers to "play" with every one of the aquatic creatures that swims into the scene during the battle earns you the "Oceanographer" medal.

After the Beach Battle, Layle confronts Belle about stealing the Crystal Idol from the ruins. But a mysterious fire that sends the beachgoers screaming breaks up their argument. Belle takes off, leaving Layle to board the Selkie Train.

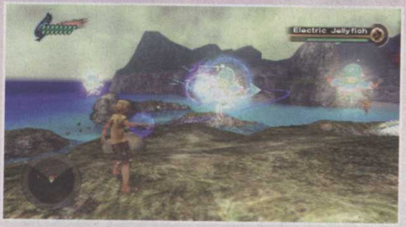
Once you complete the Beach Battle, you can continue on your quest by entering the Selkie Train and taking off for the capital. However, you can also stick around Costa Faguita, do some exploring, and pick up some more medals and treasures.

⑦

117: Farewell, Sea Breeze

When you're ready to leave Costa Faguita, board the Selkie Train and begin your journey to the capital. This also earns you the "Farewell, Sea Breeze" medal.

Miasma Stream



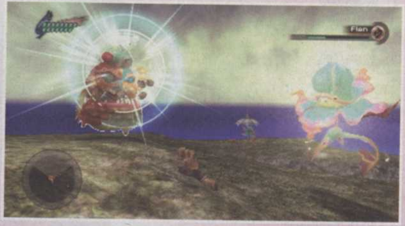
Once the Beach Battle is over, a Miasma Stream appears in Costa Faguita. The beach is safe territory, as all of the enemies appear out on the large distant island. Most of them are electric jellyfish, which you saw and fought in High Tide Cove, so use the same strategies against them here.

096 & 116:
Instant Charge and Electric Fortress

Earning these two medals requires you to have two electric jellyfish near each other, so it's much easier to do it in Costa Faguita than it is in High Tide Cove.

To earn "Instant Charge," grab an electric jellyfish, wait for one to build an electric charge, and then throw it into another one.

To earn "Electric Fortress," maneuver two electric jellyfish near each other and wait for one to charge up. Spin it into the other one to charge it up as well and repeat this process until both grow to double size.



There is exactly one new enemy in Costa Faguita, and it is the flan: a large, gelatinous creature that is extremely resistant to damage. Grabbing it and swinging the Wii Remote does no damage and causes it to spontaneously generate smaller versions of itself (li'l flans).

The key to defeating a flan is to hurl other objects at it and drive it into the water. As soon as it hits the water, it disintegrates, no matter how much Life it had remaining.

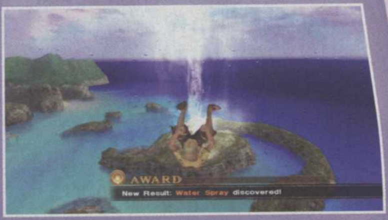
089 & 099: NEW GENERATION AND CROWNED FLAN

Lock onto a flan and swing the Wii Remote in any direction to cause it to split a li'l flan off from its main body, and it earns you the "New Generation" medal.

To earn the "Crowned Flan" medal, hit a flan with objects until it flattens out. Then, lift it with your powers and hurl it against a large, solid object to splatter it and earn the medal.

WATER, AIR, THEN LAND

061: WATER SPRAY


AWARD

New Result: Water Spray discovered!

Be careful during the phase shift if you're fighting enemies from the large island. There's a waterspout on it that is only active when the Miasma Stream isn't. Walking into the waterspout sends you flying back to shore (and also earns you the "Water Spray" medal).

102: NO SWIMMING

trains, it has become a popular resort area for tourist

Also, if you explore out too far from shore (into the dark blue water), a killer whale smacks you and sends you flying back to land. This earns you the "No Swimming" medal.

088: COSTA FAGUITA CAMPAIGN

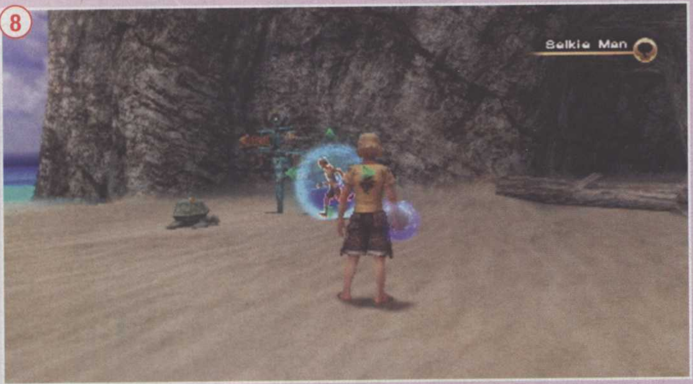
As usual, defeating all of the monsters in the area allows you to close the Miasma Stream, which gives you a Myrrh Fragment and the "Costa Faguita Campaign" medal.

TURTLE POWER

On the beach near the cave to Hush-hush Pond, a cruel Selkie Man torments a turtle by running at it and kicking it. Lock on to the Selkie Man while he's standing and yank him off-balance as soon as he runs at the turtle.

As you're fighting off the Selkie, follow the turtle and scan the path it travels with your cursor. When you find a "???," lock on to it and pull it up to reveal a massive gil prize.

⑧



082: TURTLE PAYBACK

Rescuing the turtle from the Selkie Man and discovering the presents that it leaves behind earns you this medal.

SHOPS

⑩

Moogle Shopkeeper

Two moogle shops appear on the train platform when the Miasma Stream is not active. Moglique's Shop sells materials for you to craft into items, and the Creative Wave Workshop lets you do the crafting—if you've got the proper ingredients and enough gil.

THE SELKIE TRAIN RIDES AGAIN

Keiss sent Layle a letter from the Royal Library, which means that Layle's next destination is Alfitaria Capital City. But if he was expecting an uneventful ride on the Selkie Train, he's got another thing coming.

RETURN TO ALFITARIA CAPITAL CITY

Treasure Chest Rewards

1	Capsule Toy
2	Gil
3	Gil
4	Gil
5	Gil
6	Gil
7	Gil
8	Gil
9	Gil
10	Gil
11	Gil
12	Gil
13	Gil (x2)
14	Gil
15	Gil
16	Tableware
17	Antique
18	Gil
19	Stuffed Specimen

Medals Available for the First Time

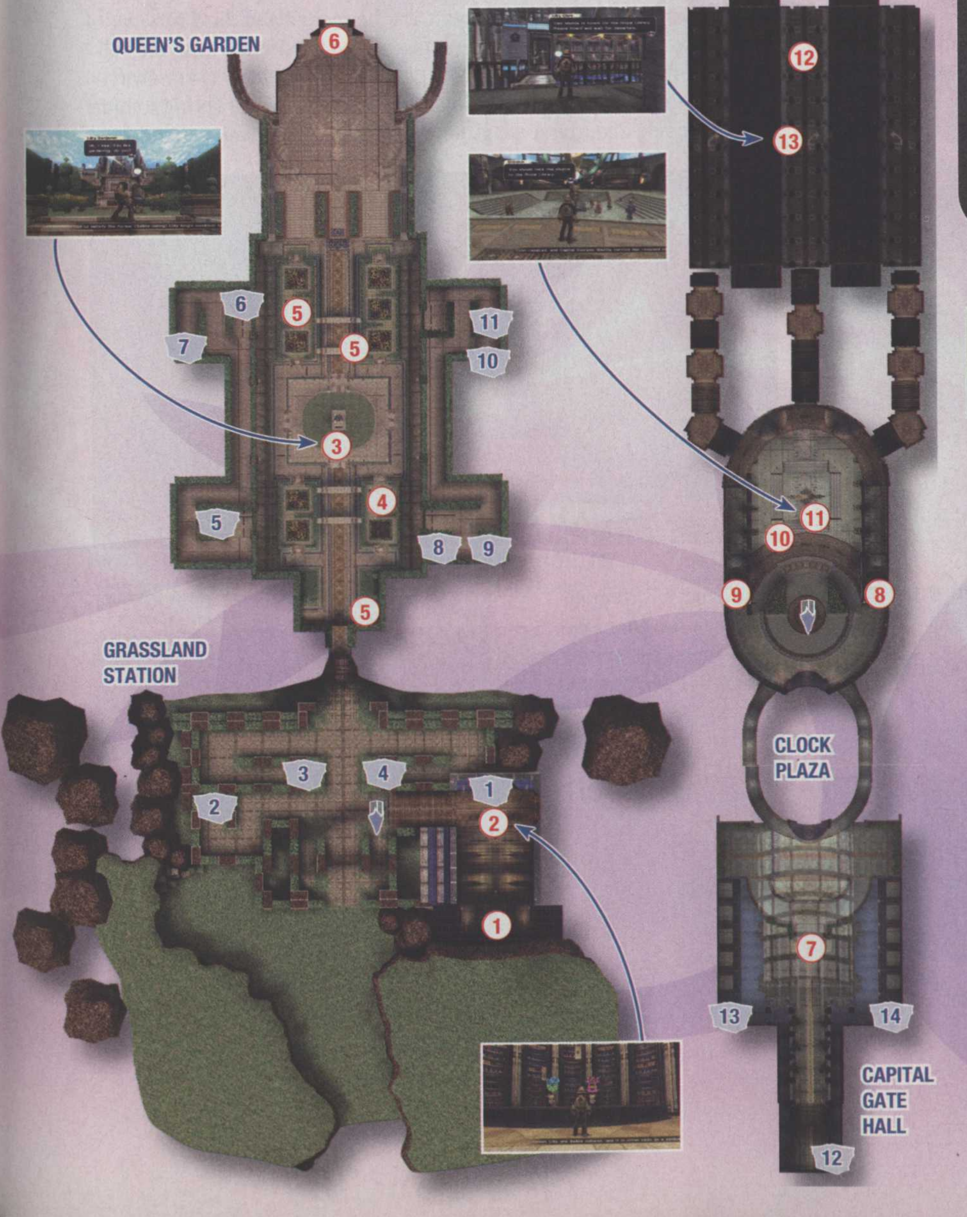
098: Grown-Up Yet?
107: Gardener Debut
110: Seek Meister
119: Stealth Meister
120: Stealth Walker
125: My First Antique
126: Miser Girls
130: Hide Meister
138: My First Capsule Toy
139: Best Behavior
140: Quiet, Please
145: Kickerbaul Match
147: My First Hand Strap
148: Curiosity's Reward
149: Wealthy Man
171: My First Tableware
193: My First Stuffed Specimen

Points of Interest

① Arrival Point (from Selkie Train)
② Moogle Shops (Mograil's Shop and Windy Winds Workshop)
③ Lilty Gardener (Begin Gardening)
④ Hide-and-Seek Hider (Begin Hide-and-Seek)
⑤ Hide-and-Seek Hiders (1st Round of Hide-and-Seek)
⑥ Entrance to Alfitaria Capital City
⑦ Mail Moogle
⑧ Karin Jewelry
⑨ Emblem Emporium
⑩ Mail Moogle
⑪ Stiltzkin
⑫ Alfitaria Gift Shop
⑬ Board Shuttle for Royal Library
⑭ Mail Moogle
⑮ UMA News #6 & 7
⑯ Royal Library Shop
⑰ Elevator
⑱ Moogle Librarians
⑲ Master's Sculptures
⑳ Meet Keiss
⇩ Save Point

Map Note

Most of the treasures and points of interest that appeared in these areas earlier in the game remain active. These maps only indicate new items.


SHUTTLE CENTRAL PLATFORM
QUEEN'S GARDEN
GRASSLAND STATION
CLOCK PLAZA
CAPITAL GATE HALL
1
2
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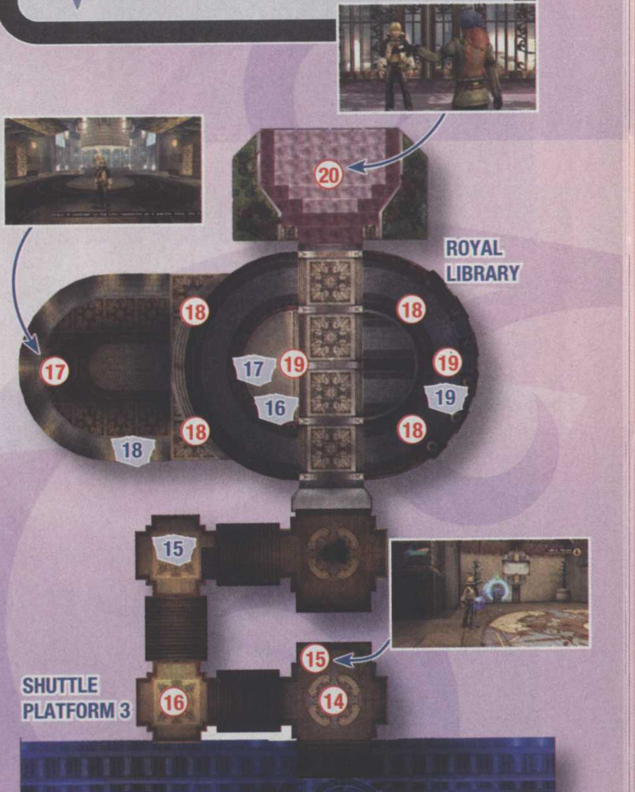
14


ROYAL LIBRARY
SHUTTLE PLATFORM 3
14
15
16
17
18
19
20

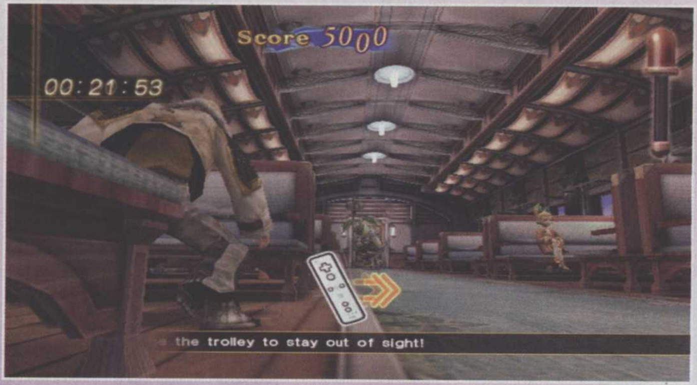
ESCAPE FROM THE SELKIE TRAIN

Once the Selkie Train starts rolling toward Alfitaria Capital City, Jegran and a cadre of royal troops begin searching the train for Layle. Althea helps him by distracting Jegran, but getting past the rest of the soldiers is up to Layle.

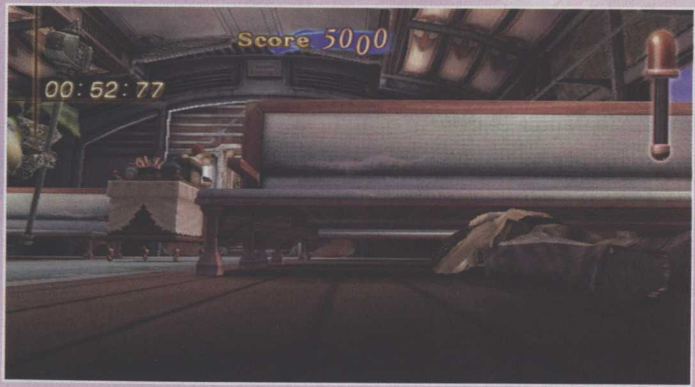
Start by waving the Wii Remote in the directions indicated on-screen while the royal soldier at the other end of the car is either turned sideways or has his back to you. This ensures that he won't see you advancing.

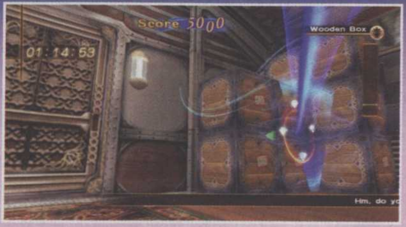
Trolley Trick

If you're quick, you can advance up to three aisles while the food trolley rolls down the center aisle. As soon as the guard turns his back to look at the cart, start moving! As long as the trolley is between you and the guard, you will not be spotted, no matter which way the guard is facing.

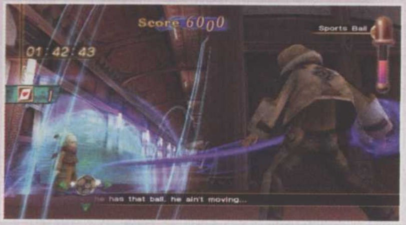


When you draw near to the guard, swing the Wii Remote down and then right, as indicated in the on-screen prompts, to slide under the train benches and proceed to the next car.



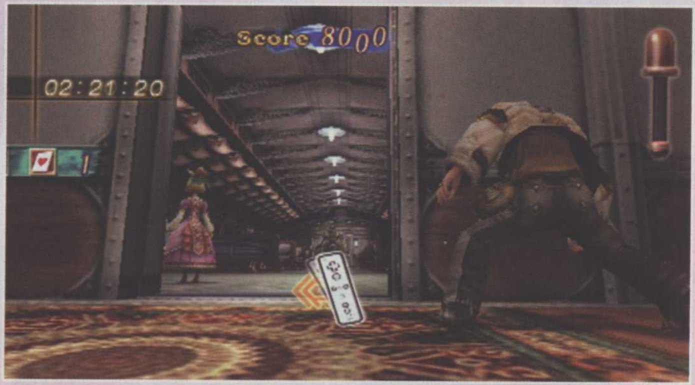


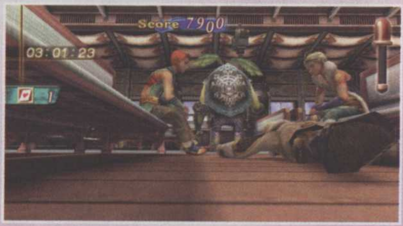
At the start of the next car, a man is trying to get a playing card out from under a stack of boxes, but he can't move them. Once he leaves, grab the boxes and swing the Wii Remote left to move them, and then pick up the card with your bearer powers.



After grabbing the card, lock to the ball that the young boy is playing with in the corridor of the second car. (Do not lock on the boy!) Swing the Wii Remote to launch the ball at the guard at the other end of the car, clearing the way for you to proceed into the third car.

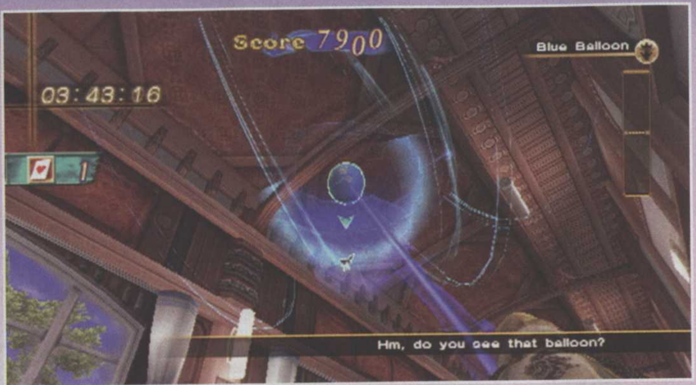
Layle helps a man open a chest between the second and third cars, then he positions himself in the entrance to the third car. Swing the Wii Remote left and then right when the guard is turned sideways or away from you to enter the car and hide on the right side of it. (Trying to hide on the left side disturbs some girls, which draws the guard's attention.)



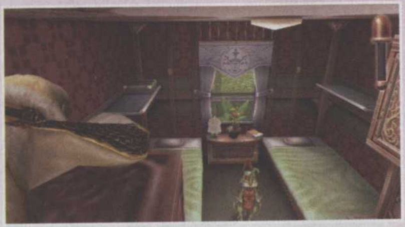


Swing the Wii Remote left when the guard is not facing you, and then swing it down to slide under the train benches. When the guard is facing away, swing it left to scoot past him. Continue following the Wii Remote cues on the screen when the guard is not facing you in order to reach the fourth car safely.

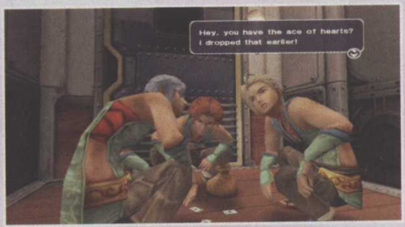
In the fourth car, step out into the corridor and use your bearer powers to grab a blue balloon and bring it back down to the children who lost it.



Hm, do you see that balloon?



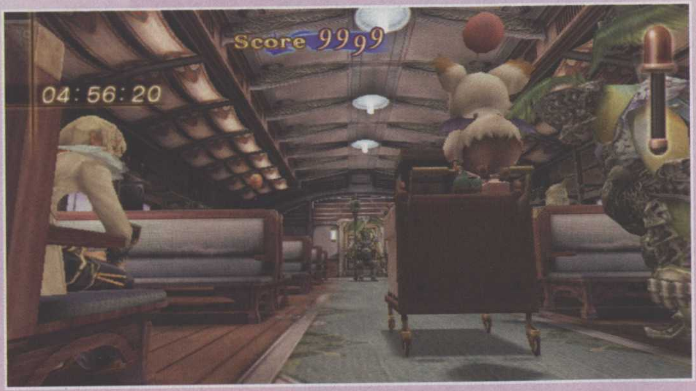
After retrieving the balloon, follow the on-screen commands to duck quickly into a room and pull yourself up to the ceiling. A Royal Officer enters the room and examines it, but fortunately, he doesn't think to look up. After he leaves, follow the on-screen commands to proceed into the fifth car.



Hey, you have the ace of hearts? I dropped that earlier!

Three men are playing cards between the fourth and fifth cars. If you picked up the playing card from under the pile of boxes earlier, Layle automatically returns it to them, earning points for doing so.

Swing the Wii Remote right when the guard is not looking to enter the fifth car. After the moogles exchange a few words, wait for the guard to face away from Layle then quickly swing the Wii Remote left and then right again to stowaway inside the trolley. The moogle pushes the trolley right past the pair of guards in the center aisle just as the train pulls into Grassland Station.



110, 119, 120, & 130: SEEK MEISTER, STEALTH MEISTER, STEALTH WALKER, AND HIDE MEISTER

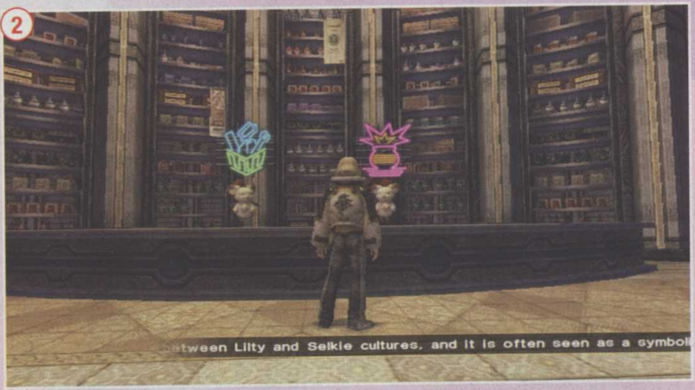
You can earn up to four medals if you execute Layle's trip through the Selkie Train perfectly. Escaping from the train within a very generous ten minutes (eight minutes for a gold medal) earns you "Seek Meister."

Performing every action perfectly (kicking the ball, grabbing the balloon, returning the card, etc.) and not getting caught by the guards more than a couple of times earns you the maximum of 9,999 points and the "Stealth Meister" medal. If you only earn between 5,000 and 8,000 points, you earn "Stealth Walker" instead.

If you manage to make it through the entire train without being spotted by a guard even once, you earn the prestigious "Hide Meister" medal.

ARRIVAL AT ALFITARIA CAPITAL CITY

Layle disembarks at Grassland Station, just outside of Alfitaria Capital City. Run up the stairs to exit the station. You can also visit a couple of moogle shops near the exit and pick up a Capsule Toy from a treasure chest near them.

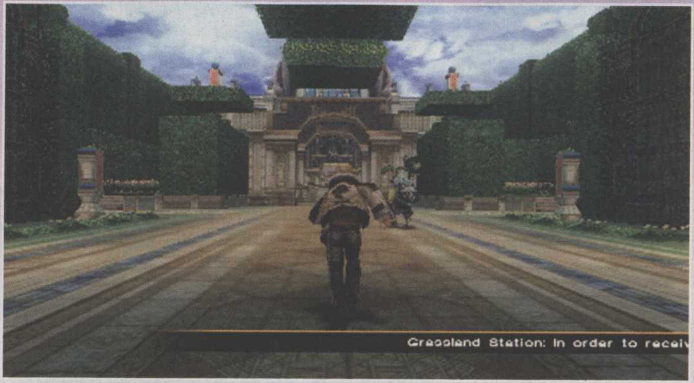


etween Lilty and Selkie cultures, and it is often seen as a symbol

138: MY FIRST CAPSULE TOY

Opening the chest near the moogle shops gives you your first Capsule Toy, which earns you this medal.

From the Grassland Station, proceed into the Queen's Garden, where you can explore for treasure (see map), practice your gardening skills, play hide-and-seek with some children (see sidebars), or simply proceed into the Capital Hall by going through the gate at the far end of it.

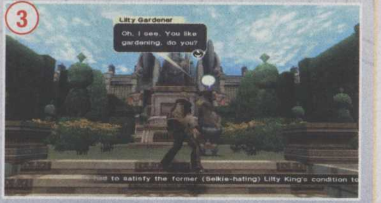

Grassland Station: In order to receiv

Non-Gated Community

You can open any of the large wrought-iron Annex Garden Entrance gates on either side of the Queen's Garden with your bearer powers. Once opened, they remain open until you leave the area.

107: GARDENING

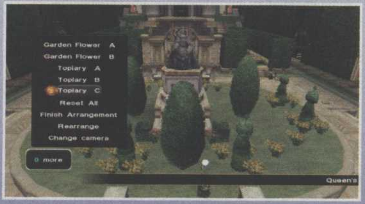
Speak to the Lilty Gardener in the middle of the Queen's Garden. He's just finished repairing the garden after the Alexis crashed into it, but he's willing to let you try your hand at it.

③

Lilty Gardener

Oh, I see. You like gardening, do you?

to satisfy the former (Selkie-hating) Lilty King's condition to

Choose plants from the gardening menu and place them anywhere you like in the garden. When you are done, choose "Finish Arrangement" to complete the garden. This becomes the new look of the garden until you decide to rearrange it again.

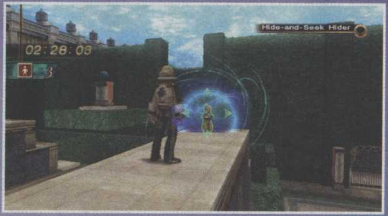


Placing even a single object and choosing "Finish Arrangement" is enough to earn you the "Gardener Debut" medal.

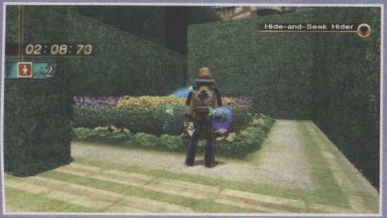
To earn the medal without changing the garden at all, press B when the gardener asks if you want to start from the beginning, and then select "Finish Arrangement."

98: GROWN UP YET?

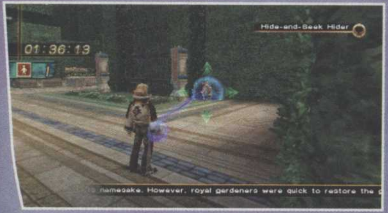
Speak to the child hiding in the southeast flowerbed of the Queen's Garden to begin a hide-and-seek mini-game. Your goal is to find three children in the Queen's Garden within three minutes. Leaving the area cancels the game.



To find the first child, run up the stairs at the northern end of the Queen's Garden and jump across the platforms and archways that hang above the area. The first child is hiding on top of one of these arches. Grab him with your bearer powers to "find" him.



Next, drop off of the arches and look in the northwest flowerbed to find the second child. Grab him with your bearer powers to officially count him as found.



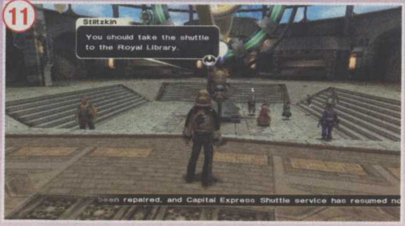
namesake. However, royal gardeners were quick to restore the

The third child hides near the door that leads back to Grassland Station. Look for him in the extreme southeast corner of the Queen's Garden.

Finding all three hiders within the time limit completes the game successfully and awards you the bronze version of the "Grown-Up Yet?" medal. Choose to continue playing the game if you want to improve it. With each round, you must find more children in different hiding places. See the Medalopedia near the end of the book for more details.

TO THE ROYAL LIBRARY

To reach the Royal Library, proceed through the Capital Gate Hall and Clock Plaza—just as you did at the start of the game. There are two new moogle shops in the Clock Plaza that are worth checking out: Karin Jewelry and an Emblem Emporium.

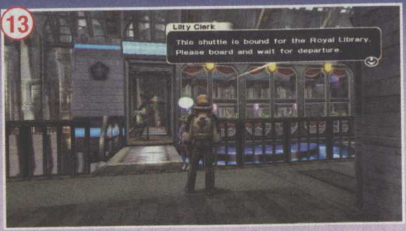
⑪

Stiltzkin

You should take the shuttle to the Royal Library.

een repaired, and Capital Express Shuttle service has resumed no

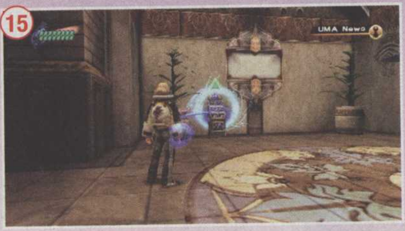
You can speak with Stiltzkin near the Great Clock if you want. He just tells you to proceed to the Shuttle Central Platform and take the train to the Royal Library.

There is another moogle shop (Alfitaria Gift Shop) at the far end of the Shuttle Central Platform. Browse the wares if you wish, and then board the shuttle for the Royal Library.



Lilty Clerk

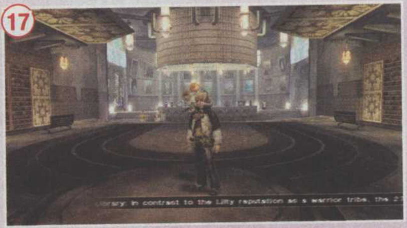
This shuttle is bound for the Royal Library. Please board and wait for departure.



When you arrive at Shuttle Platform 3, be sure to pick up UMA News #6 from the newsstand on the platform; the issue contains a Capsule Toy. There's also another moogle shop (Royal Library Shop) a little further down the platform.

125, 147, & 157:
My First Antique/Hand Strap/Train Model

If you have the gil to spare, purchasing one of each of the items available for sale in the Royal Library Shop earns you three medals. However, you might want to hold off on buying an Antique, since there's one available in a treasure chest in the Royal Library.

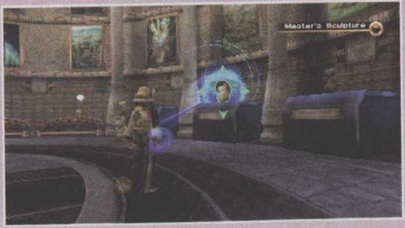


ibrary: In contrast to the Lilty reputation as a warrior tribe, the

Descend the stairs to reach the Royal Library. At the western end, look for a three-story bookshelf with an elevator that goes between the three floors. There's a treasure chest on the top floor.

171 & 193:
My First Tableware and My First Stuffed Specimen

There are two chests on the western half of the Royal Library that contain Tableware and a Stuffed Specimen. Picking them up earns you these medals.



There are also four Moogle Librarians in the Royal Library, and they frown on you running around the library. Additionally, there are a few extremely valuable Master's Sculptures in the western half of the library that can easily be smashed by a careless crystal bearer.

139 & 140:
Best Behavior and Quiet, Please

If you slowly walk up to a moogle librarian and speak to him, he praises your civil behavior, which awards you "Best Behavior." If you cause a ruckus by throwing objects, at least one moogle librarian shushes you, earning you the "Quiet, Please" award.

148 & 149:
Curiosity's Reward and Healthy Man

There are a variety of priceless Master's Sculptures in the western half of the Royal Museum. Actually, that's not quite accurate—they do have a price, and you'll find out the hard way just how high it is if you start smashing them.

Smashing the sculptures costs you tens of thousands of gil, but it's the only way to earn the "Curiosity's Reward" medal.

However, your ill fortune reverses dramatically as soon as you try to leave the Royal Library. A Wealthy Man enters with a pair of Miser Girls, dropping bags of gil behind him.

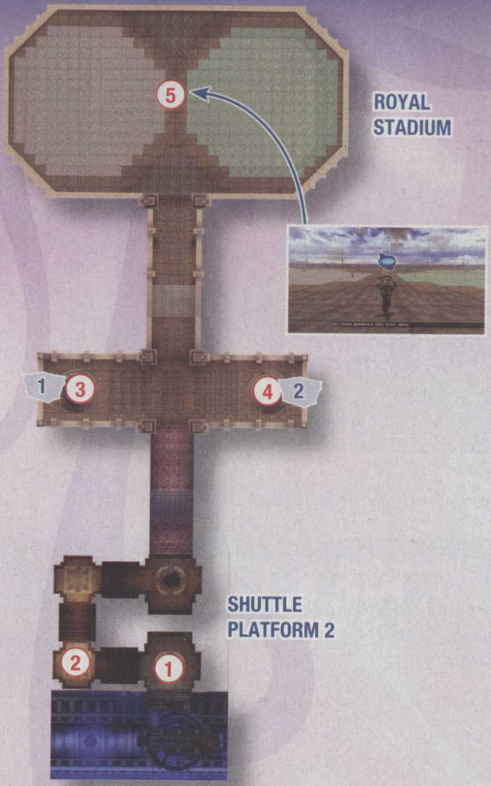
You can grab the Wealthy Man and shake him to get him to drop more gil. In fact, you can get him to drop exactly as much gil as your art-smashing rampage cost you, and meeting the Wealthy Man earns you the "Wealthy Man" medal.

When you are ready to continue your quest, use your bearer powers on the Greenery Entrance gate to meet Keiss in the library's indoor garden.

Keiss has been made a colonel in the Royal Army, and he and Layle decide that their next step is to get Vaigali and Cid to set aside their tribal differences and cooperate with each other so Layle and Keiss can continue looking for Goldenrod and the Crystal Idols. Keiss says that he will deal with Vaigali; it's up to Layle to work on Cid.

At this point, you can head out for Bridge Town to find Cid, or you can stick around Alfitaria Capital City for a little while longer and pick up a few extra medals and treasures. Either way, you need to first return to the shuttle—and don't miss the chance to pick up UMA News #7 from the newsstand before you board!

ROYAL STADIUM



Points of Interest

- ① Mail Moogle
- ② Royal Stadium Shop
- ③ Pink Team Registration
- ④ Blue Team Registration
- ⑤ Kickerbaul Pitch

Treasure Chest Rewards

1	Gil
2	Gil

Medals Available for the First Time

133: My First Designer Dart
145: Kickerbaul Match

Go back to the shuttle and use your bearer powers on the control panel until it is set for the Royal Stadium. When the shuttle arrives, head down the stairs of Shuttle Platform 2, stopping into the Royal Stadium Shop if you want.

133: MY FIRST DESIGNER DART

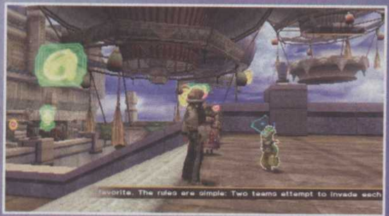
Purchasing a Designer Dart from the Royal Stadium Shop earns you this medal. If you don't have the gil, you can earn it later in the Cherry Checkpoint blossom-catching game, or pick it up from a treasure chest in the Airship Dock.

team achieves this first, wins.

The main purpose of the Royal Stadium is to give you the chance to play Kickerbaul, the sports sensation that's sweeping the nation. Similar to soccer, Kickerbaul requires you to boot a ball into the opposing goal without using your hands (bearer powers are totally legal, however).

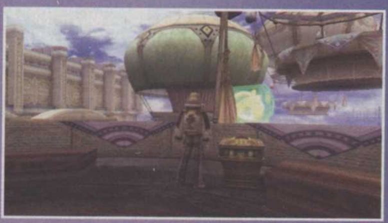
BALLOON TREASURE

From the walkway that runs between the registration booths and the kickerbaul pitch, you can leap up into the hot-air balloons that float around the pitch. To reach the balloons, lock onto their sandbags or the glowing green screens that surround them and swing the Wii Remote.



favorite. The rules are simple: Two teams attempt to invade each

There are three balloons to the left of the pathway, as you face the kickerbaul pitch. Two have treasure chests that contain gil, and the third has a treasure chest with a Tasty Tidbit in it.



Another pair of balloons floats to the right of the pathway, as you face the pitch. The first does not contain a treasure chest. The second hold a treasure chest with gil in it.

KICKERBAUL CONTROLS

Command	Action
Hold Ⓐ	Build up Kick Power
Release Ⓐ	Kick Ball

To sign up for a match, go to one of the two registration booths to sign up as a member of the pink or blue team. Once you're registered, head through the gate to the Kickerbaul pitch and touch the ball to start the match.

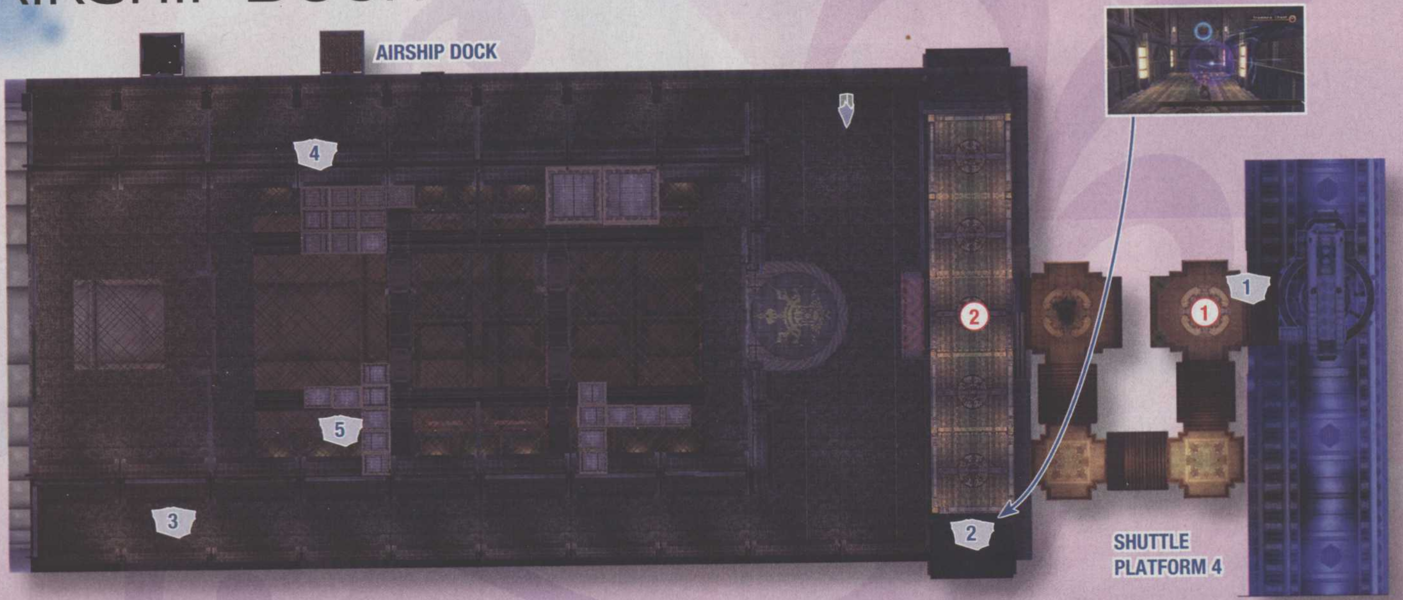
Once the match begins, you can play it exactly like soccer by running after the ball, dribbling it up the pitch, and kicking it into the goal. You can also use your bearer powers to grab, hold, and throw the ball, as well as send opposing players flying.

The first team to three goals, or the team that's leading after the two minute time limit expires, is the winner.

145: KICKERBAUL MATCH

Win a Kickerbaul match to win this medal as well. Improve the medal by winning more Kickerbaul matches; 10 victories rewards you with the gold.

AIRSHIP DOCK



Points of Interest

① Mail Moogle
② Elevator
Save Point

Treasure Chest Rewards

1 Gil
2 Gil
3 Yo-Yo
4 Bottle Cap
5 Designer Dart

There's not much to see or do in the Airship Dock at the moment, although you can find several treasure chests around the area. (To get the one near the large elevator, grab it with your bearer powers as the elevator moves past it.)

2
Treasure Chest

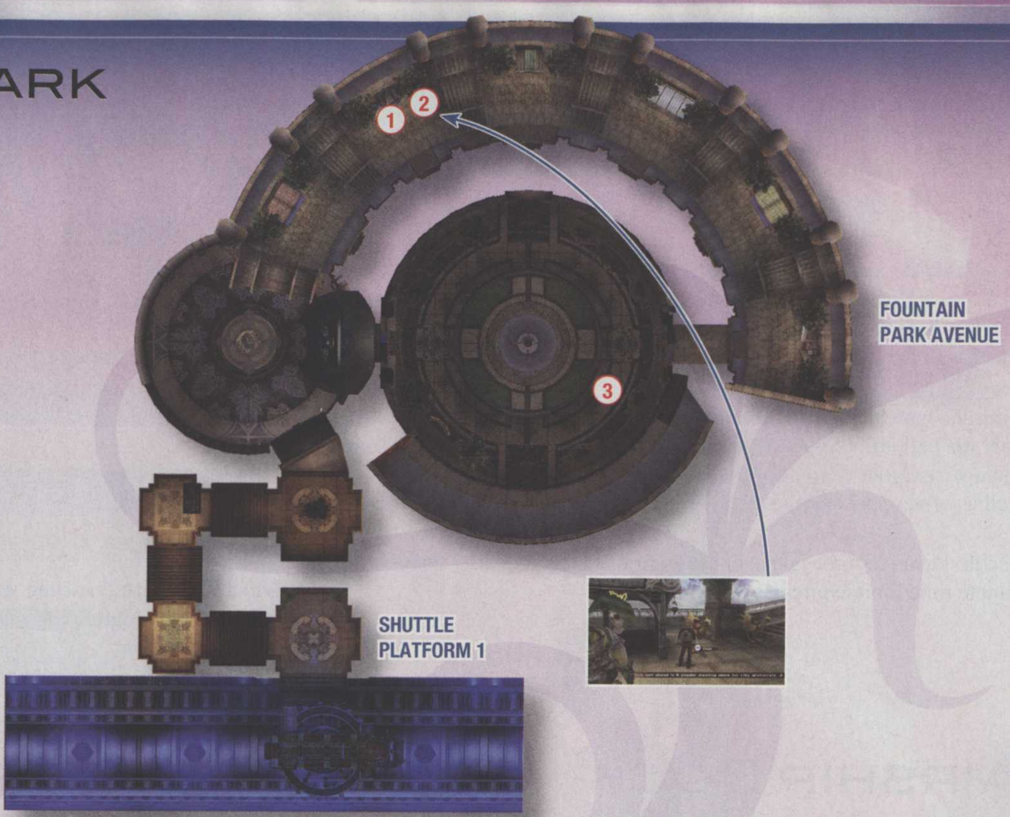
FOUNTAIN PARK AVENUE

Points of Interest

① Boutique Hein
② Chocobos
③ Ezra Trading Co.
Save Point

Medals Available for the First Time

113: My First Tin Can
133: Hello, Chocobo
134: Dig Here, Chocobo



...rk just ahead is a popular meeting place for Lilty aristocrats. A

Fountain Park Avenue is virtually unchanged from when you last saw it, although there are two new moogle shops: Boutique Hein and Ezra Trading Co. You can also ride one of the chocobos near it, if you want to get a little bit of experience handling a feathered steed.

179: MY FIRST TIN CAN

Purchasing a Tin Can from Boutique Hein gets you the "My First Tin Can" medal.

113 & 134: HELLO, CHOCOBO AND DIG HERE, CHOCOBO

Riding a chocobo for the first time earns you the "Hello, Chocobo" medal.

AWARD
New Result: Dig Here, Chocobo discovered!

If you press Ⓐ while standing over a sparkling spot on the ground, the chocobo proceeds to dig up a buried treasure, earning you the "Dig Here, Chocobo" medal as well.

BACK TO BRIDGE TOWN

Points of Interest

① Chocobo Corral
② Moogle Shop (Rainbow Winery)
③ Mail Moogle
④ Stiltzkin
⑤ Chocobo Circuit Start
⑥ Chocobo Corral
⑦ To Old Lett Aqueduct
⑧ From Chocobo Circuit
⑨ Chocobo Corral
⑩ Chocobo Corral
⑪ Jewelry Sofia
⑫ Mail Moogle
⑬ Older Clavat Woman (Flying Sheep)
⑭ Harvest Veggies (Scarecrow Battle)
⑮ Treasure Hunt #2 Treasure
⑯ Moogle Key
⑰ Emblem Emporium
⑱ Chocobo Corral
⑲ Treasure Hunt #2 Maps
⑳ Trash Bags
㉑ Dust Chute
Save Point

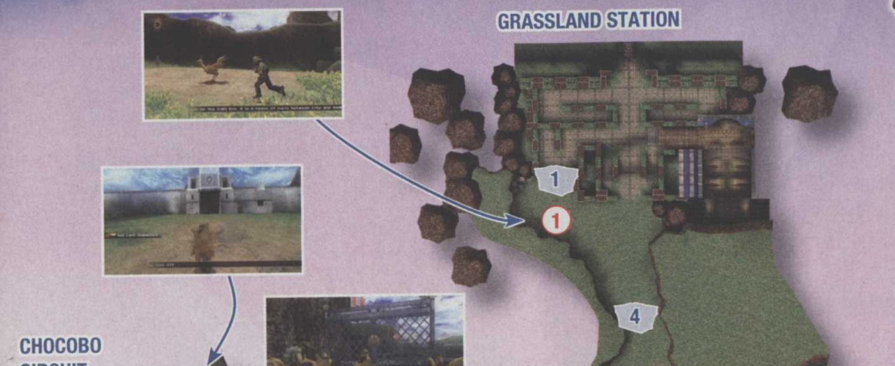
BRIDGE TOWN MAPS

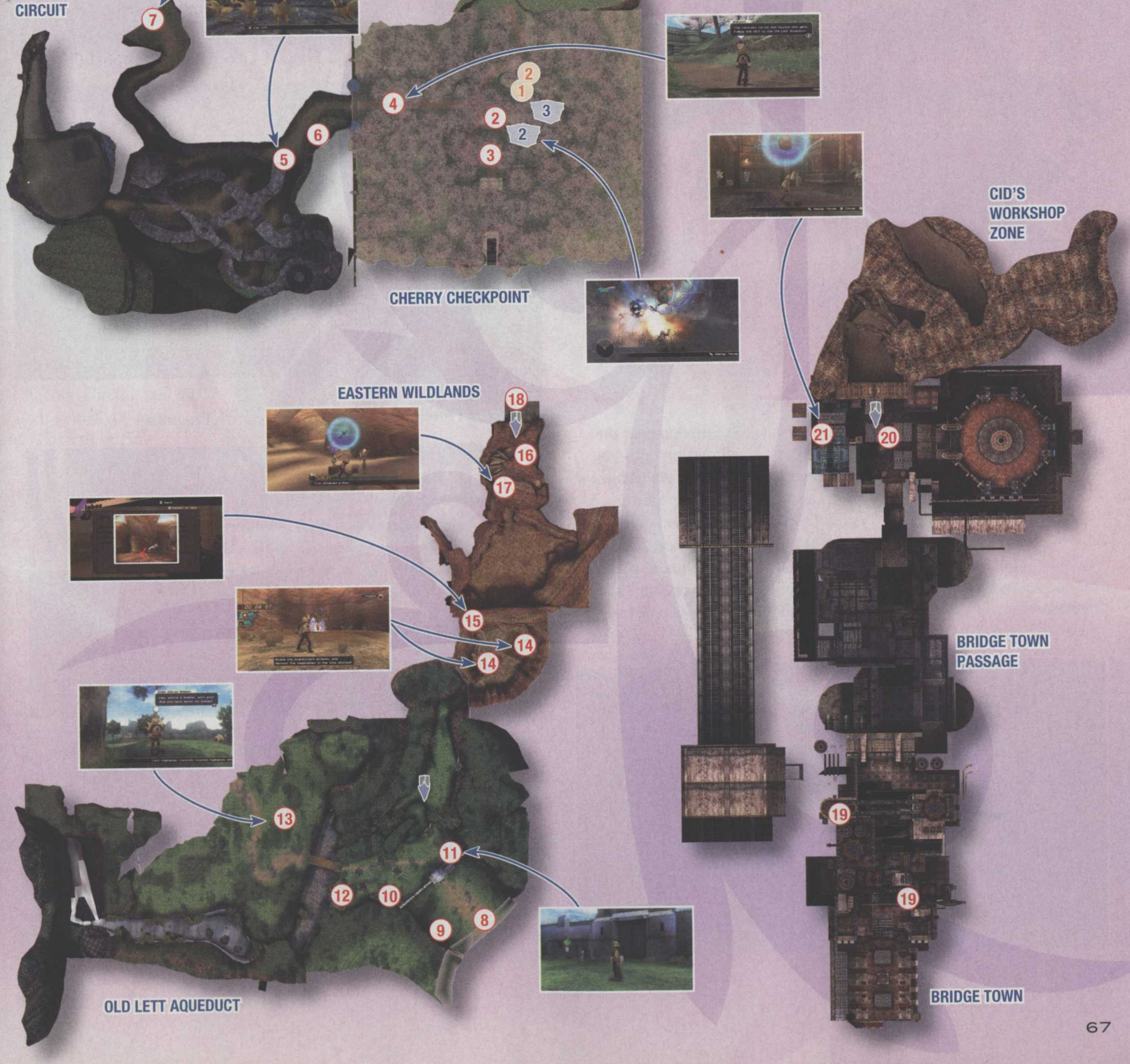
Enemies

1	Flans (x2), Roller Bugs (x4)
2	Trickfaces (x5), Kyokotsu (x4)

Treasure Chest Rewards

1	Four-Leaf Clover
2	Tasty Tidbit
3	Gil
4	Gil


GRASSLAND STATION
1
1
4
7


CHOCOBO CIRCUIT
2
1
4
3
2
6
2
5
3
CHERRY CHECKPOINT
CID'S WORKSHOP ZONE
EASTERN WILDLANDS
18
16
17
21
20
15
14
14
BRIDGE TOWN PASSAGE
13
19
11
12
10
8
9
19
OLD LETT AQUEDUCT
BRIDGE TOWN

Medals Available for the First Time

- 032: Don't Deserve to Live
- 100: Jumbo Flan
- 108: Declaration of a Romantic
- 118: Cherry Checkpoint Campaign
- 124: Gashadokuro-phobia
- 135: Chocobo Circuit Campaign
- 136: Optical Illusion
- 144: Scarecrow Battle
- 161: Clean Streets
- 245: Flying Sheep

Return to Clock Plaza via the shuttle, then speak to Stiltzkin near the Great Clock. Because the Selkie Train is out of commission until you can get Vaigali to agree to install Cid's new steam engine, you'll have to return to Bridge Town on foot.

Start by backtracking out of Alfitaria Capital City until you reach Grassland Station, then exit Grassland Station via the southern plains. On the way out, Layle receives a letter from Keiss, who says that he's convinced Vaigali to come to the capital. All you have to do now is get Cid to bring his engine to Grassland Station.

1
on the train line. It is a nexus of sorts between Lilty and Selk

There are chocobos waiting outside of Grassland Station. You should definitely hop on one, because you've got a lot of ground to cover. Remember that while riding a chocobo, your bearer powers are not available, and if you dismount with B, the chocobo returns to the corral where you got it.

Dig It, Chocobo!

While riding a chocobo, be sure to dig up sparkling areas of the ground. Blue sparkles indicate buried gil, while green sparkles highlight Gysahl Greens, which boost the chocobo's dash power.

CHERRY CHECKPOINT

When you arrive in Cherry Checkpoint, the Miasma Stream is active, and there are four roller bugs and two flans prowling around. Defeating all six enemies is not terribly difficult, so vanquish them and close the Miasma Stream to earn yourself a Myrrh Fragment.

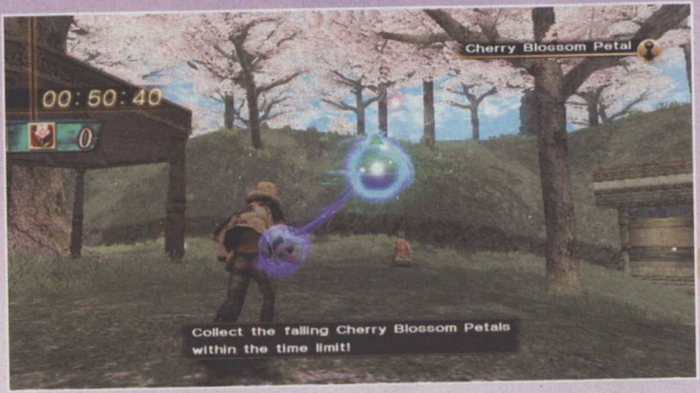
100 & 118:
JUMBO FLAN AND CHERRY CHECKPOINT CAMPAIGN

Flan
while pushing down on ✚ to roll. You can also wash off eggs

Use your crystal bearer powers on one of the flans to pick it apart until it's nothing but a bunch of li'l flans. These li'l flans then merge into the remaining Flan (and you can help them by tossing any stragglers into it) and transform it into a huge flan, earning you the "Jumbo Flan" medal.

Defeating all of the enemies in the Cherry Checkpoint and closing the Miasma Stream earns you the "Cherry Checkpoint Campaign" medal.

When the phase shift occurs and the Miasma Stream vanishes, you can pluck a large glowing cherry blossom petal out of the air with your bearer powers to begin a petal-collecting game. You have one minute to collect as many petals as you can, which rewards you with rare items.



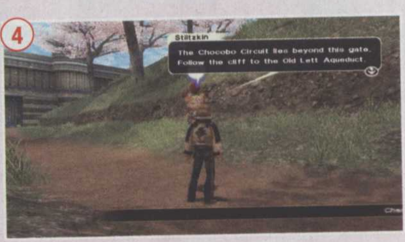
Collect the falling Cherry Blossom Petals within the time limit!

108: DECLARATION OF A ROMANTIC

Collecting even a single cherry blossom petal earns you this medal. Collect ten within the time limit to earn a gold version of it.

There's also a moogle shop (Rainbow Winery) when the Miasma Stream is not active, as well as a Mail Moogle. Stiltzkin is near the gate to the Chocobo Circuit, and he advises that you take a chocobo through it.

4



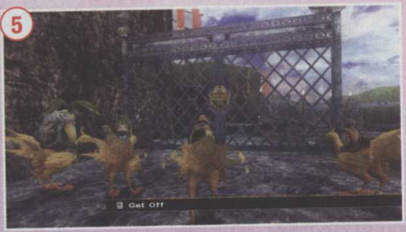
Stiltzkin

The Chocobo Circuit lies beyond this gate. Follow the cliff to the Old Left Aqueduct.

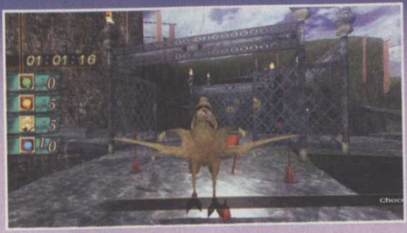
CHOCOBO CIRCUIT

When the Miasma Stream is not active in the Chocobo Circuit, you can mount one of the chocobos near the start of the Chocobo Circuit track and ride up to the starting line to compete against three other riders in a race.

5



The goal is to hit 20 flags and return to the starting point within two minutes and before any of your competitors.



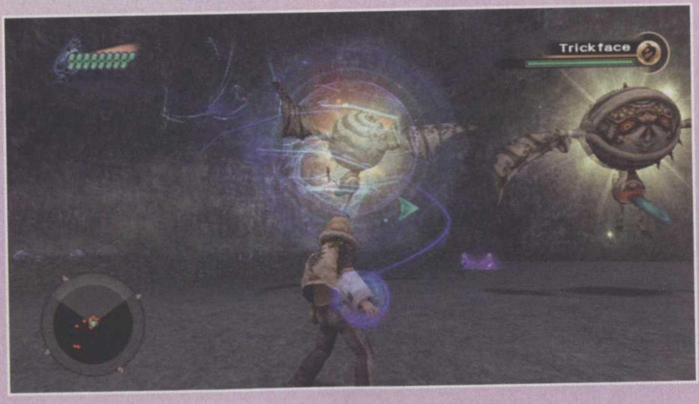
Flags respawn several seconds after they're collected, but the best strategy is to dash out ahead of the competition and hit as many flags as possible without turning around to go back for ones that you may have missed. This not only adds to your flag total, but also prevents your opponents from collecting them.

Eat Your Greens

Remember that Gysahl Greens boost a chocobo's dash power, so chomp down on a few near the starting line before you begin the race.

While the Miasma Stream is active, there is a horde of enemies in the southern end of the Chocobo Circuit. Five are trickfaces: flying creatures who either shoot fire (red face) or light beams (yellow face), depending on which face they're showing.

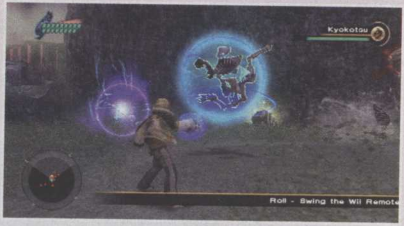
Red-faced trickfaces do fight yellow-faced trickfaces on sight, so one good strategy is to make sure that there's a roughly equal number of each variety. They'll keep each other busy while you deal with the kyokotsu.



136: OPTICAL ILLUSION

To keep the numbers of red- and yellow-faced trickfaces equal, grab them with your bearer powers and swing the Wii Remote left or right to change the color of a trickface. Doing so also earns you the "Optical Illusion" medal.

The other enemy in the Chocobo Circuit is the kyokotsu. There are four of them, and they're essentially larger, tougher versions of skeletons.



However, there is one major difference between kyokotsu and skeletons: If you knock a kyokotsu down and throw it into another, they transform into a whirlwind. Toss another downed kyokotsu into the mix, and they become a massive Gashadokuro.

124: GASHADOKURO-PHOBIA

Creating a Gashadokuro from three kyokotsu earns you the "Gashadokuro-phobia" medal.

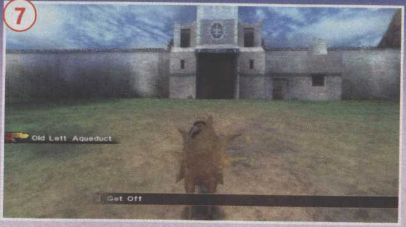
Your best strategy for eliminating all of the enemies in the Chocobo Circuit is to create a Gashadokuro, then stun and pick up red trickfaces to use their flame power against it.

Once the Gashadokuro is destroyed, turn the trickfaces against each other and hurl objects at them whenever possible to take them out quickly.

2
Swing: Throw

135: CHOCOBO CIRCUIT CAMPAIGN

Defeating all of the monsters in the Chocobo Circuit and closing the Miasma Stream earns you this medal and a Myrrh Fragment.

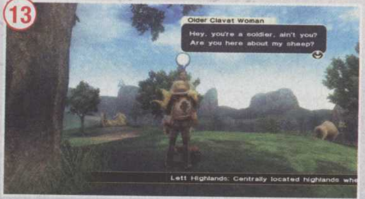


After you've done everything you want to do in the Chocobo Circuit, proceed down the elevated southwest path to the Old Lett Aqueduct.

Stop into the moogle shop (Jewelry Sofia) if you'd like to pick up some new—and expensive!—accessories, and then continue toward Bridge Town via the Eastern Highlands, just as you did previously.

245: FLYING SHEEP

You may have intercepted a letter via Moogle Mail written from a rancher in the Lett Highlands to the Royal Guards, complaining that a mysterious force is stealing his sheep.

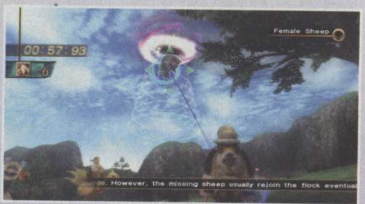


Older Clavat Woman

Hey, you're a soldier, ain't you? Are you here about my sheep?

Lett Highlands: Centrally located highlands whe

If you'd like to take a quick detour (and earn a medal), proceed to the Lett Highlands and speak with the Older Clavat Woman mounted on the chocobo to begin the sheep-catching mini-game.



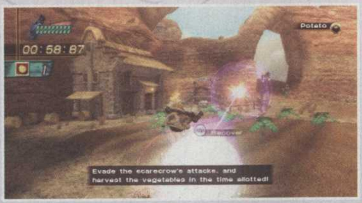
ds. However, the missing sheep usually rejoin the flock eventu

Watch the sky for wormholes that appear above the sheep and suck them in. (You can also watch to see where the chocobo-mounted ranchers run to find the sheep as they're being abducted.) Run to the sheep as fast as you can, lock on to it, and pull it down to save it.

Rescuing even one sheep earns you "Flying Sheep." The more you rescue, the better the medal is. Rescuing all 11 of the sheep earns you the gold. You also receive a gil reward via Moogle Mail.

144: SCARECROW BATTLE

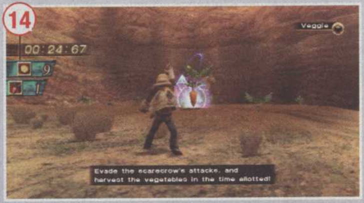
After the phase shift in the Eastern Wildlands, when the Miasma Stream is no longer active, you can earn a medal and a gil reward by harvesting the crops from the two farm fields. All you have to do is pick the 18 veggies using your bearer powers within one minute.



Evade the scarecrow's attacks, and harvest the vegetables in the time allotted!

Of course, it's not quite that simple. The scarecrows guarding the fields were designed by Cid, and they fire laser beams that knock you off your feet if they hit you.

You can pluck the scarecrows out of the ground, but that just causes them to fire a barrage of laser beams unpredictably, which is almost as deadly.

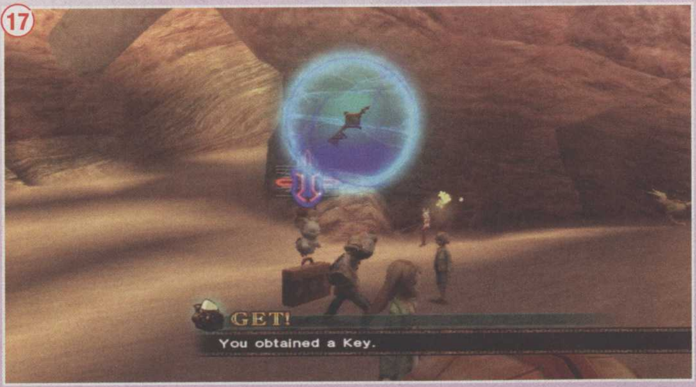


Evade the scarecrow's attacks, and harvest the vegetables in the time allotted!

Use your rolling dodge to avoid getting hit by the beams and losing time as a result. Plucking all 18 veggies earns you the bronze version of the medal. You also get a gil reward via Moogle Mail.

If you want to earn the silver, you have to come back and do it again against Level 2 scarecrows. To get the gold, you must return a third time and beat Level 3 scarecrows.

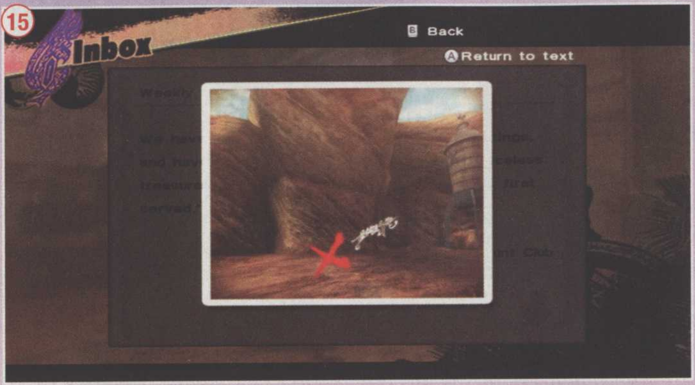
When you reach the Eye of the Rock, you meet another moogle who can't open his shop until he finds his key. The key is buried further down the path in a spot marked by a golden sparkle. Lift it out of the ground and throw it to the moogle to unlock the Emblem Emporium.



You obtained a Key.

Proceed into Bridge Town, which is largely unchanged since you last visited. The biggest difference in the first section is the fact that the second Treasure Hunt map is now available where the first one was before (see map).

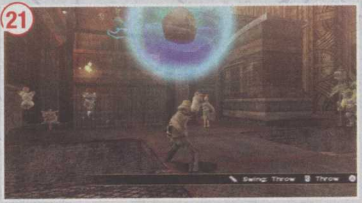
The location that it refers to is the rocky ridge that separates the two halves of the Eastern Wildlands. Trick a wild ox into smashing open the passageway, then use your bearer powers to dig in the area shown in the picture.



Continue to Cid's Workshop Zone, where you can either enter Cid's workshop to advance the plot, or you can earn a couple of medals in the area (see sidebar below).

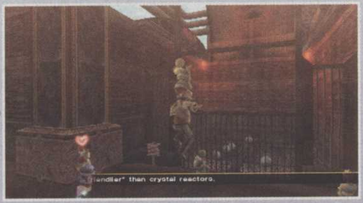
032 & 161:
DON'T DESERVE TO LIVE AND CLEAN STREETS

You might notice that there's a bunch of garbage lying around Cid's Workshop Zone during your second visit. Grab any Garbage Bag to trigger the arrival of several garbage moogles, who start picking up the bags and dropping them in the dust chute.



If you help the moogles by throwing a Garbage Bag over the dust chute gate, you earn the "Clean Streets" medal. The more you throw away, the better the quality of the medal; a gold medal requires you to throw out 20 Garbage Bags.

Also, if you put the Wii Remote down and wait for Layle to sit on the ground, the moogles will mistake him for a Garbage Bag and drop him into the dust chute, earning you the "Don't Deserve to Live" medal.



...endlier" than crystal reactors.

(Grab the bar above the chute gate to pull yourself out of the dust chute).

Pull the lever to open the door to Cid's Workshop and trigger a conversation with Cid. Layle convinces Cid to bring the engine to Grassland Station, and Cid gives Layle a letter from Althea, who asks Layle to meet her in the Clock Plaza in Alfitaria Capital City.

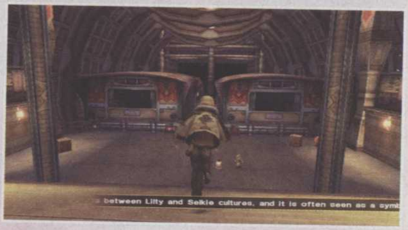
BACK TO ALFITARIA CAPITAL CITY

Once you have spoken with Cid, it's time to go all the way back to Alfitaria Capital City via the route you just took. Since the Selkie Train still isn't running until Vaigali accepts Cid's new engine, you have to make the journey on foot. Do yourself a favor by going on someone else's feet and ride a chocobo back.

Go to the Clock Plaza and approach the Great Clock to trigger the appearance of Althea. After speaking to her about her father's ill health, you resume control of Layle.

Layle gets a letter from Cid, who says that the steam engine is in Grassland Station, just as Layle requested. But Vaigali is also there, and it appears that the Selkie leader and the Lilty inventor can't seem to put aside their differences. Layle needs to mediate, or they're not going to accomplish anything.

Exit Alfitaria Capital City and return to Grassland Station. As soon as you approach the entrance to the station, Layle attempts to settle the dispute between Vaigali and Cid. He has no luck calming Vaigali down until Keiss intervenes.

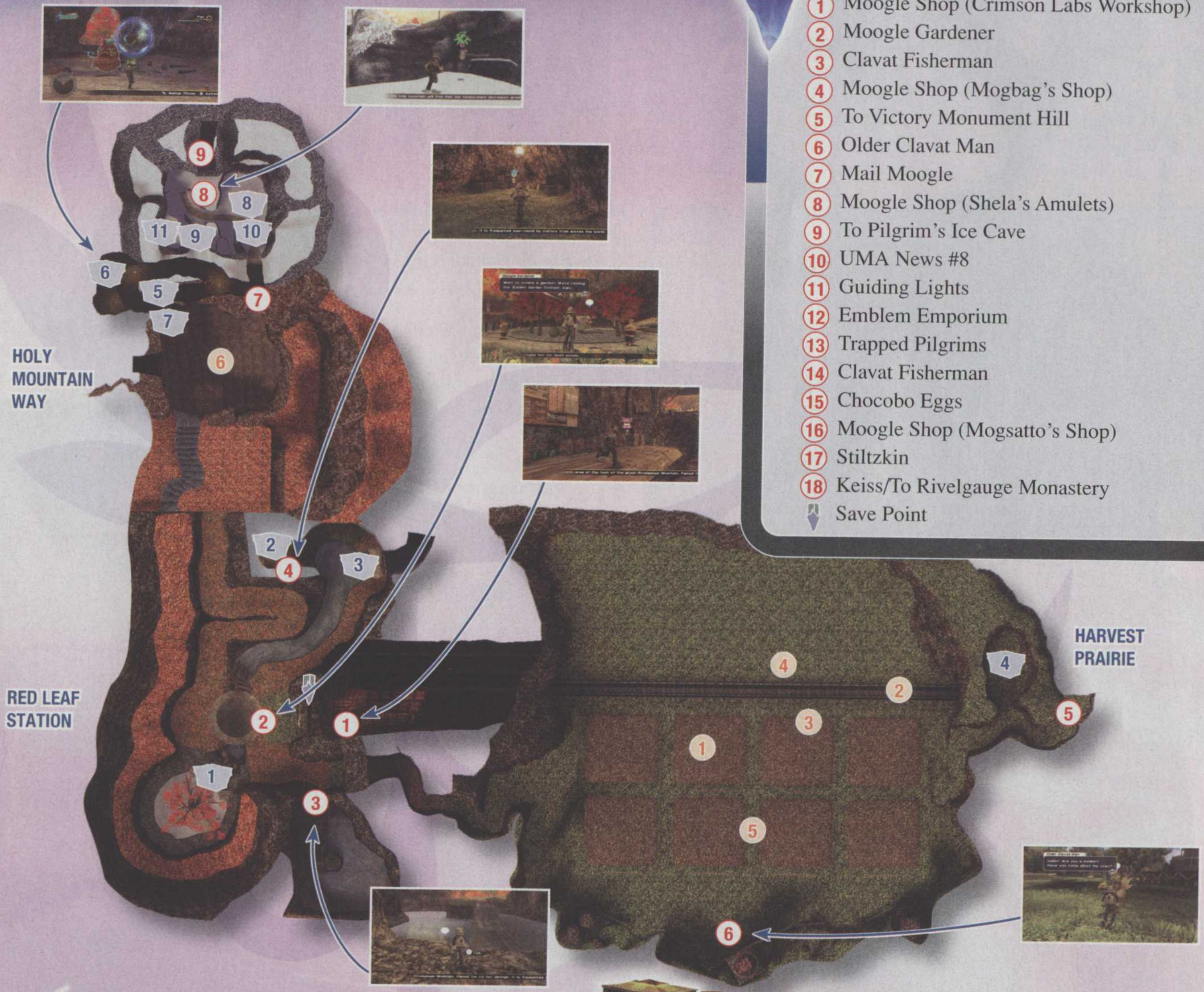

between Lilty and Selkie cultures, and it is often seen as a symb

Vaigali says that Goldenrod was last seen in the Snowfields. With Cid's engine, the Selkie Train is up and running again, so you can now follow up on Vaigali's tip.

CHAPTER IV: A STRANGE NEW ALLIANCE

With the Selkie Train back up and running thanks to Cid's new engine, Layle can now continue to the Snowfields to follow up on Vaigali's tip. But how much does Layle really know about his quarry, Goldenrod…?

TO THE MONASTERY



Points of Interest

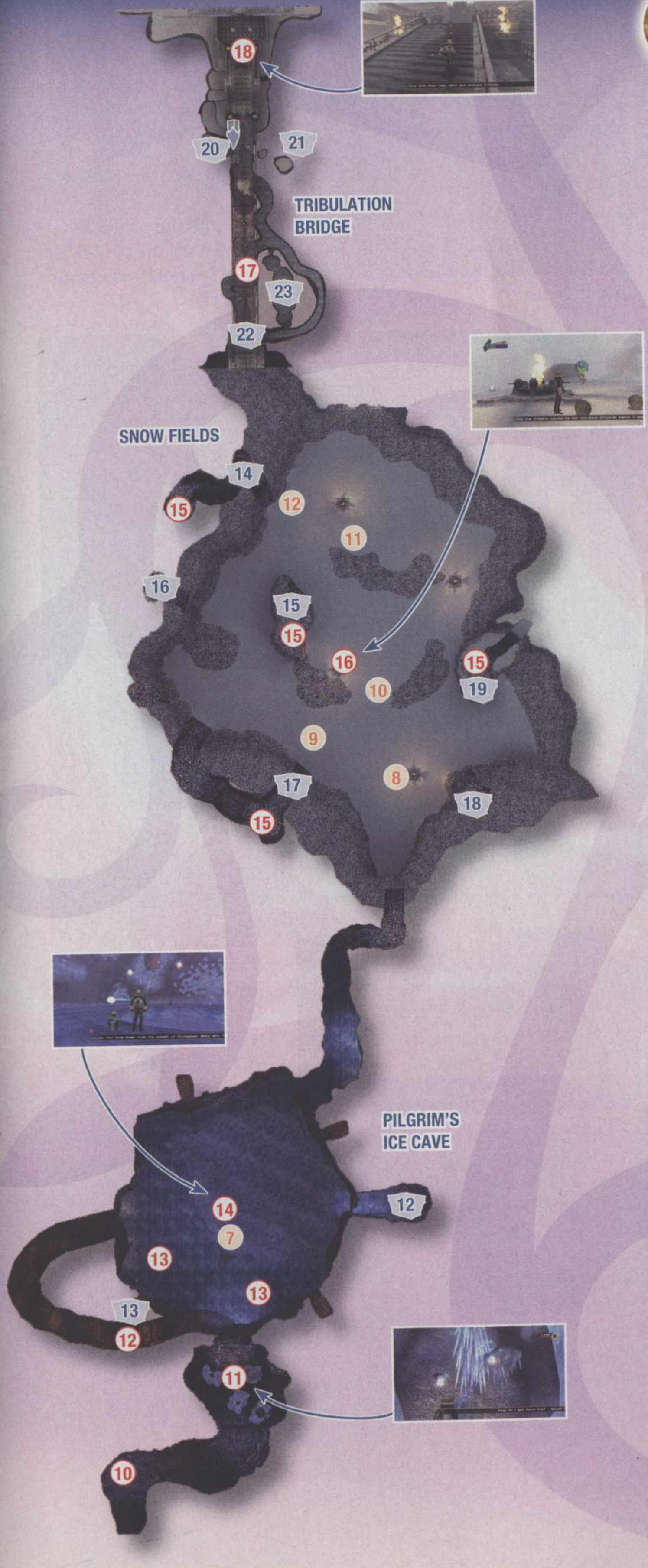
①	Moogle Shop (Crimson Labs Workshop)
②	Moogle Gardener
③	Clavat Fisherman
④	Moogle Shop (Mogbag's Shop)
⑤	To Victory Monument Hill
⑥	Older Clavat Man
⑦	Mail Moogle
⑧	Moogle Shop (Shela's Amulets)
⑨	To Pilgrim's Ice Cave
⑩	UMA News #8
⑪	Guiding Lights
⑫	Emblem Emporium
⑬	Trapped Pilgrims
⑭	Clavat Fisherman
⑮	Chocobo Eggs
⑯	Moogle Shop (Mogsatto's Shop)
⑰	Stiltzkin
⑱	Keiss/To Rivelgauge Monastery
▼	Save Point

Enemies

1	Iron Giant
2	Iron Giant
3	Helmet Heads (x2), Coeurls (x2)
4	Helmet Heads (x2), Coeurls (x2)
5	Helmet Heads (x2)
6	Goblin Samurai (1st Miasma Stream); Flans (x2), Tonberries (x2) (2nd Miasma Stream)
7	Ahrimans (x2), Fenrir Wolves (x2), Shadow Beasts (x4) (1st Miasma Stream); Coeurls (x2), Sahagins (x5) (2nd Miasma Stream)
8	Goblin Warrior, Claymore
9	Goblin Warrior, Claymore
10	Goblin Warrior, Behemoths (x2), King Behemoth
11	Claymores (x2), Goblin Warrior
12	Goblin Warrior, Behemoth

Treasure Chest Rewards

1	Gil
2	Tin Can
3	Gil
4	Gil
5	Gil
6	Tableware
7	Buried Treasure
8	Gil
9	Gil
10	Gil
11	Gil
12	Gil
13	Gil
14	Metal Lighter
15	Gil
16	Fireworks
17	Gil
18	Tin Can
19	Gil
20	Gil (under Tribulation Bridge)
21	Gil (under Tribulation Bridge)
22	Holy Relic (under Tribulation Bridge)
23	Gil (under Tribulation Bridge)


18
20
21
TRIBULATION BRIDGE
17
23
22
SNOW FIELDS
14
15
12
11
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16
15
19
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9
17
8
18
15
PILGRIM'S ICE CAVE
12
14
7
13
13
13
12
11
10

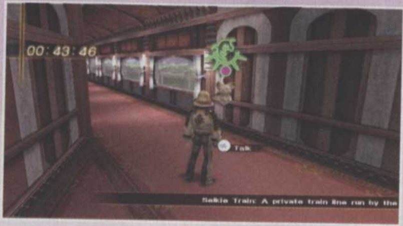
Medals Available for the First Time

091: Death Rays Amok
101: Inspiring Tears
111: Farewell, City Streets
114: My First Holy Relic
154: Ho-Hum Beast
155: My First Fireworks
156: Giant Engine on the Plain
158: Harvest Prairie Campaign
162: Holy Mountain Way Campaign II
165: Mine Spirit
166: Stoke the Giant's Engine
167: Shoot Me If You Can
168: Visor Down
172: Knife Back
173: Pilgrim's Ice Cave Campaign
174: Cat Lands on Its Feet
175: Booby Trap
176: Feed the Giant's Engine
177: Giant Burns the Plain
178: Spring Garden
183: Writhing Wolf
184: My First Buried Treasure
186: Back It Up
187: Summer Garden
188: Artisan's Way
189: Winter Garden
191: Holy Mountain Way Campaign
192: Drunk Fu
194: Snowfields Campaign
195: King's Igloo
196: Forbidden Game
198: Fall Garden
201: Red Leaf Fishing
202: Total Chakra
203: Pilgrim's Ice Cave Campaign II
204: Clash of Horns
205: My First Ivory Object
211: Red Leaf Rare Catch
212: Chilly Fishing
213: Chilly Rare Catch
214: Rescue Flare
215: Chocobo Egg
255: Flying Cows

Red Leaf Station

Enter the Selkie Train and speak with the Selkie Conductor to begin your journey. Select Red Leaf Station from the train map that appears.

The train ride takes 1:00, but you can speak to the Selkie Conductor again to arrive instantly, if you don't want to take advantage of the Mail Moogle and the moogle shop (Shela's Amulets) on the train.

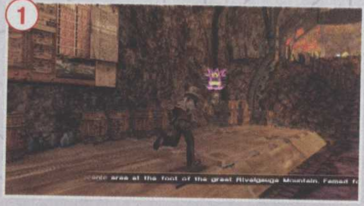

00:43:46
Talk
Selkie Train: A private train line run by the

TREASURE!

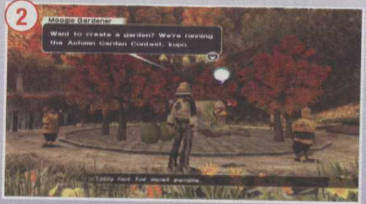
There is also a treasure chest that contains some gil in one of the train's private rooms.

111: Farewell, City Streets

When you board the Selkie Train for the first time from Grassland Station, you earn this medal. Multiple rides increase the quality of the medal; taking ten rides results in the gold.


1
ge area at the foot of the great Rivelgauge Mountain. Famed fo

Exit the train platform, and you soon encounter a moogle gardener presiding over a small garden. Speak to him, and you are given the opportunity to create a garden of your own, just as you could in the Queen's Garden.


2
Moogle Gardener
Want to create a garden? We're having the Autumn Garden Contest, kupo.

188: Artisan's Way

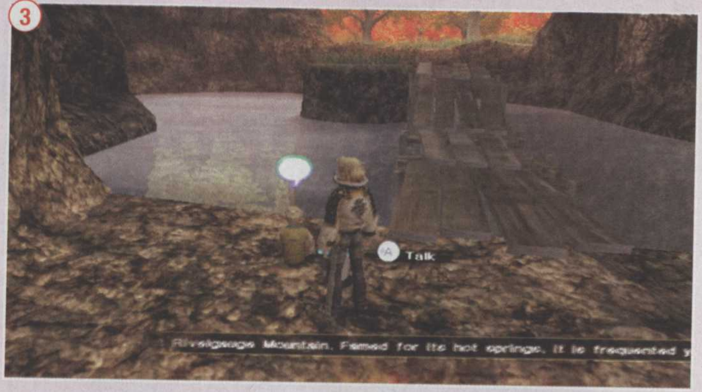
Creating any garden of any complexity in Red Leaf Station earns you this medal.

Each time you leave Red Leaf Station via the Selkie Train and return to it, the garden foliage has moved on to a new season, which gives you new plants to arrange.

178, 187, 189, & 198: Spring/Summer/ Winter/Fall Garden

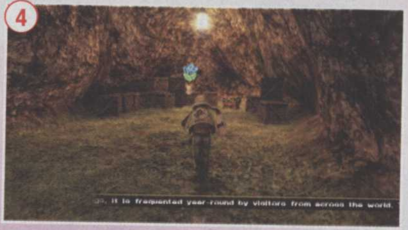
Arranging a garden in each of the Red Leaf Station's four seasons earns you a medal for that season.

Near the moogle gardener, look for a fishing hole where a Clavat Fisherman is seated. Speak to the Fisherman to try your luck at casting for fish, just as you've been able to do at a number of other fishing holes.

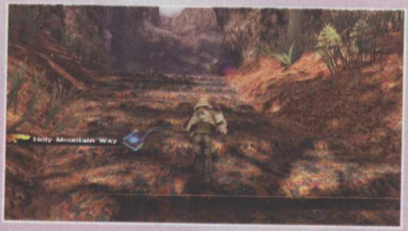

3
Talk
Rivelgauge Mountain. Famed for its hot springs. It is frequented y

201 & 211: Red Leaf Fishing and Red Leaf Rare Catch

Catching at least one fish in the Red Leaf Station fishing hole earns you the "Red Leaf Fishing" medal. If you manage to catch a rare species, you earn the "Red Leaf Rare Catch" medal.

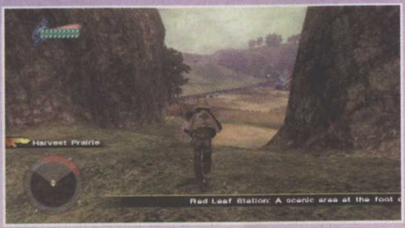

4
s. It is frequented year-round by visitors from across the world.

There are two paths leading up from the garden. The eastern one leads to Mogbag's Shop, where you can purchase materials. There is also a treasure chest near here.


Holy Mountain Way

The western path takes you to the Holy Mountain Way, where Layle and Keiss catch a glimpse of Goldenrod heading up the trail ahead of them that leads through the Snowfields to Rivelgauge Monastery. Looks like Vaigali's information was right on the money.

HARVEST PRAIRIE (OPTIONAL)

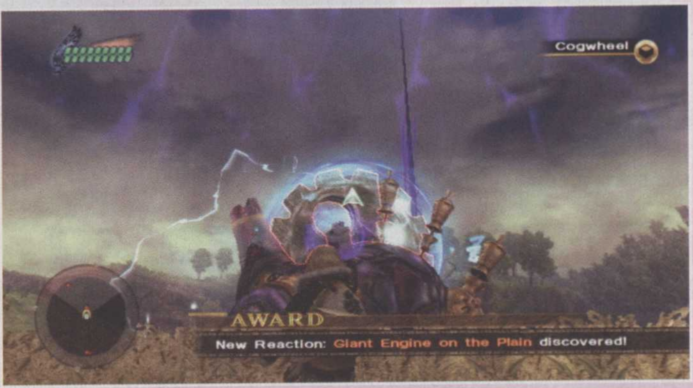


Red Leaf Station: A scenic area at the foot o

Before you continue on to the Holy Mountain Way, however, you might want to explore the path near the Clavat Fisherman, which takes you to the Harvest Prairie. There's nothing that you need to do here right now, but there are some impressive optional medals and treasures that are worth picking up.

The two most powerful enemies in the Harvest Prairie during the Miasma Stream phase are the pair of massive Iron Giants that lie sleeping on the ground. You must wake them up in order to fight and defeat them, and once you do, you wish you hadn't!

To wake up an Iron Giant, approach it, lock onto the giant cogwheel on its back and swing the Wii Remote. This gives the cog a spin and restores the Iron Giant to life.



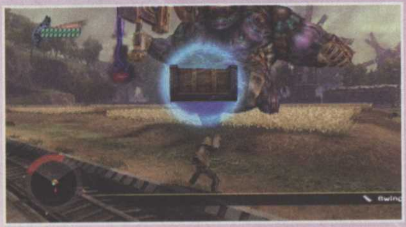
New Reaction: Giant Engine on the Plain discovered!

156 & 176: GIANT ENGINE ON THE PLAIN AND FEED THE GIANT'S ENGINE

Locking onto a sleeping Iron Giant's cogwheel and spinning it in any direction awakens the Iron Giant, earning you the "Giant Engine on the Plain" medal.

If you then lock on to the cogwheel and swing the Wii Remote downward, this also restores the Iron Giant's power, and it earns you the "Feed the Giant's Engine" medal.

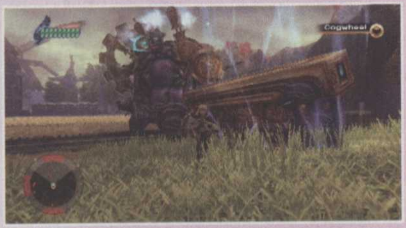
Once the Iron Giant is awake, start throwing objects at it. Each object that hits the Iron Giant damages it slightly and charges it up even further.



You can (and should) throw other enemies at the Iron Giant as well, since that not only charges up the Iron Giant, it also damages the enemy that's thrown at it.

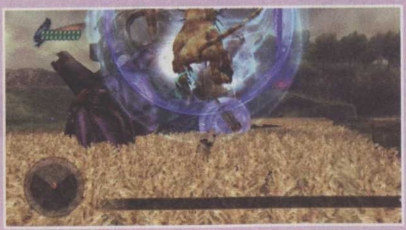
166: STOKE THE GIANT'S ENGINE

Hitting an active Iron Giant with any object or enemy awards you this medal.



The Iron Giant has three main attacks: a deadly swipe of its blade that severely damages everyone within range (including other enemies), a bull-rush charge that flattens anything directly in front of it, and a powerful laser beam that it fires from its eyes.

The Iron Giant only fires its beam when it is fully charged. You'll know when it is charged up—white sparks begin emitting from its head.



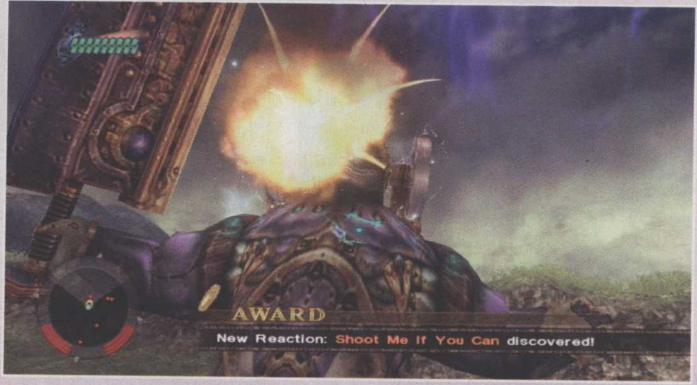
The fastest way to charge up an Iron Giant is not by throwing objects at it, however, it's by picking up a coeurl and firing the coeurl's electric blast at the Iron Giant by pressing B. This technique can actually awaken an Iron Giant from a sleeping state and charge it fully with just a few blasts.

As soon as the Iron Giant is fully charged (or nearly charged), lock on to the Iron Giant—not its cogwheel—and swing the Wii Remote up. This shuts the Iron Giant's visor.

168 & 177: Visor Down and Giant Burns the Plain

Shutting the Iron Giant's visor at any point during the battle earns you the "Visor Down" medal. Charging the Iron Giant fully earns you the "Giant Burns the Plain" medal.

The Iron Giant eventually raises its visor again, but if it attempts to fire its laser beam before it raises its visor, it will heavily damage itself.



AWARD

New Reaction: Shoot Me If You Can discovered!

167: Shoot Me If You Can

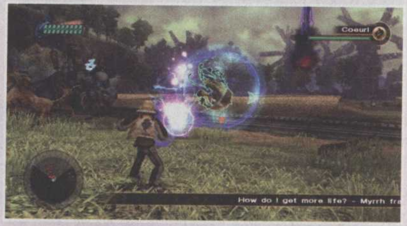
Tricking an Iron Giant into destroying itself by firing its beam while its visor is down earns you this medal.

186: Back It Up

If at any point you need to put some distance between you and an Iron Giant, grab its cogwheel and swing the Wii Remote up, which causes the Iron Giant to take a step back (and earns you this medal).

The other two enemy types in the area are cat-like coeurls and helmet head insects.

coeurls use an electrical attack that inflicts tremendous damage. As mentioned previously, you can use that attack against the other enemies if you can lift a coeurl, but that's easier said than done, because their dexterity is incredible.



How do I get more life? - Myrrh fr

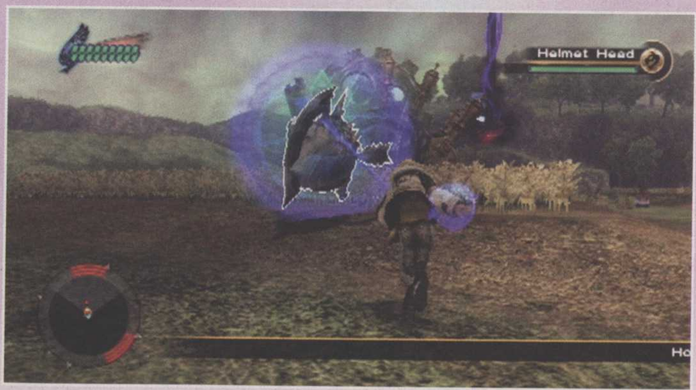
Locking onto a coeurl and swinging the Wii Remote usually just causes the coeurl to land on its feet and counter-attack. If you make several attempts, you'll probably knock the coeurl down eventually, but the easiest way to stun one is to throw an object or enemy at it.

174: Cat Lands on Its Feet

Throwing a coeurl and having it land on its feet earns you this medal.

Helmet heads are basically just tougher versions of roller bugs. They use the same larvae attack, they can fly around in the air, and you can grab a stunned one and hurl it into another helmet head to form a ball.

However, unlike roller bugs, helmet head balls roll around under their own power and can pick a direction. Guess who they'll usually roll right toward?

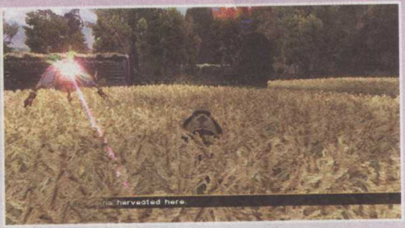


158: HARVEST PRAIRIE CAMPAIGN

Defeating every monster (including the Iron Giants) in the Harvest Prairie and closing the Miasma Stream is no small feat, but if you accomplish it, you earn this medal and a Myrrh Fragment.

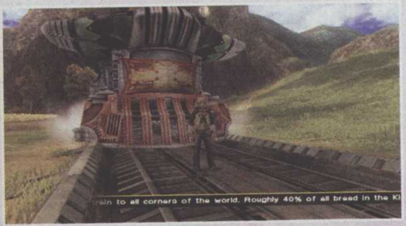
Start by zapping the Iron Giants with the coeurls' energy attacks, and then finish off the weaker enemies after you have defeated the Iron Giants.

There are also a couple of things to do during the non-Miasma Stream phase in the Harvest Prairie. First of all, do not walk into the fields, which are guarded by Cid's overzealous, laser-firing scarecrows. Their blasts won't actually hurt you, but they can knock you down.



is harvested here.

Also, be careful around the train tracks, because the Selkie Train comes barreling through at regular intervals. Again, getting hit by the train won't actually hurt you, but it knocks you for a loop.

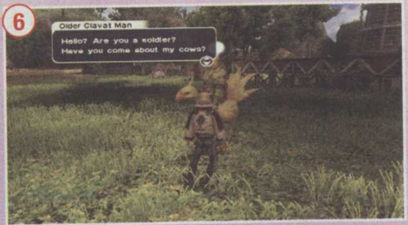


rain to all corners of the world. Roughly 40% of all bread in the Ki

196: FORBIDDEN GAME

Getting hit by the Selkie Train earns you this medal. Do it ten times to earn the gold version of the medal. Don't try this at home, kids!

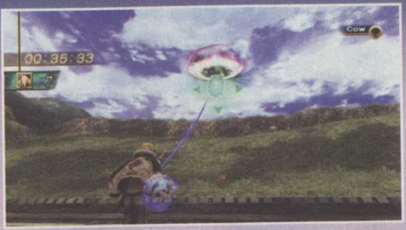
Finally, like the Lett Highlands, there's a rancher in the Harvest Prairie whose livestock is being abducted by an unknown force. Speak to the Older Clavat Man to begin the cow-rescuing mini-game.



Older Clavat Man

Hello? Are you a soldier?
Have you come about my cows?

You have a lot more ground to cover here than you did in the Lett Highlands, and the scarecrows likewise shoot you if you cross their fields. Take advantage of the unmounted chocobos running around and ride them across the area if you need to cover ground quickly.



When you are within range of a cow being abducted, lock onto it and pull it down to rescue it. Rescue as many cows as possible within the two-minute time limit.

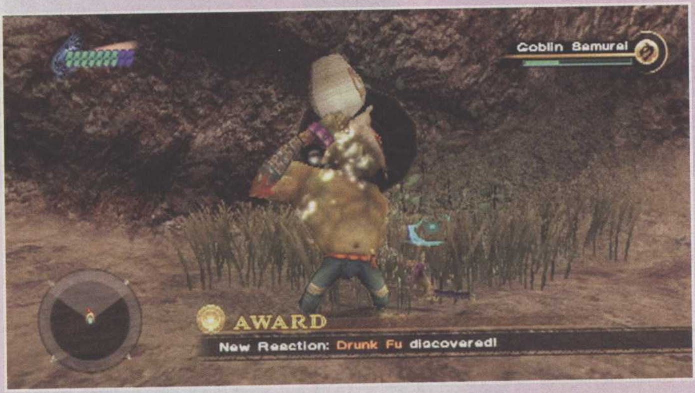
255: FLYING COWS

Rescuing even a single cow earns you the bronze version of this medal. Rescuing 11 or more within the time limit awards you with the gold version.

HOLY MOUNTAIN WAY

The only enemy present during the Miasma Stream phase in the Holy Mountain Way is a lone goblin samurai. Goblin samurai are the toughest goblins you'll face, but that's not saying much.

Grabbing and tossing a goblin samurai or hitting it with objects causes it to draw its swords and launch into a frenzied attack. Respond by throwing objects at it to damage it and keep it off-balance.



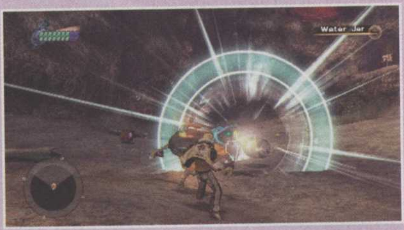
AWARD

New Reaction: Drunk Fu discovered!

192: DRUNK FU

If you make the goblin samurai draw its swords, you earn this medal.

Once the goblin samurai is enraged, picking it up allows you to use its sword-slash attack with B. After a few slashes, you throw it to the ground, where it enters into a meditative healing trance. Damage the goblin samurai to shock it out of this state.



202: Total Chakra

Cause the goblin samurai to enter into a healing trance to earn this medal.

191: Holy Mountain Way Campaign

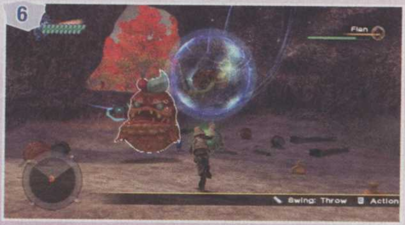
This is one of the easiest Myrrh Fragments you'll ever earn. Defeat the goblin samurai and close the Miasma Stream to complete the Holy Mountain Way campaign and earn the medal of the same name.

Explore the tunnels around the Holy Mountain Way to find a couple of useful items (Tableware and Buried Treasure), as well as some gil.

184: My First Buried Treasure

Picking up the Buried Treasure from the treasure chest on the Holy Mountain Way ledge earns you this medal.

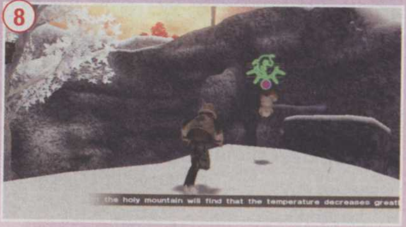
If you hang around the Holy Mountain Way until the next phase shift, you can fight a pair of tonberries and two flans. The quickest and easiest way to defeat them is to grab a tonberry and use its knife attack (B) against the flans, and then finish off the other tonberry in the same manner.



162 & 172: "Holy Mountain Way Campaign II and Knife Back

Eliminating all of the tonberries and flans and closing the Miasma Stream earns you the "Holy Mountain Way Campaign II" medal and another Myrrh Fragment.

Using a tonberry's knife attack against the other tonberry earns you the "Knife Back" medal.



the holy mountain will find that the temperature decreases great

Continue through the Holy Mountain Way, and you'll come to the snowy entrance of the Pilgrim's Ice Cave. There are several gil-filled treasure chests in this area, as well as another moogle shop (Shela's Amulets).

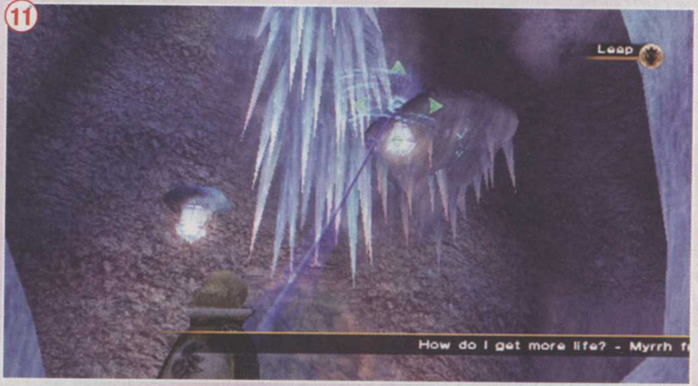
TREASURE!

In addition to the more easily discovered treasure chests, don't miss the one on an elevated ledge that you can only reach by swinging across a couple of tree branches.

Pilgrim's Ice Cave

Enter the Pilgrim's Ice Cave via the only available entrance in the Holy Mountain Way, and be sure to pick up the latest issue of UMA News (#8).

Because you enter the Pilgrim's Ice Cave when the Miasma Stream is active, you cannot simply walk through the main entrance. Instead, you must use your bearer powers to swing from the Guiding Lights overhead to reach an upper entrance to the main section of the cave.



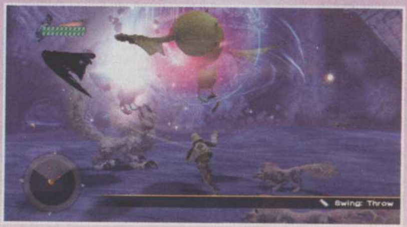
How do I get more life? - Myrrh f

When the Miasma Stream is active, there are three dangerous types of enemies in the Pilgrim's Ice Cave: giant flying eyeballs known as ahriman, massive fenrir wolves, and nimble shadow beasts.

The most important strategy is to stay off of the icy pond. Unless you have an accessory that prevents you from sliding, you have almost no control over your movement on the ice, which leaves you vulnerable to enemy attack.

With their powerful death beams, the ahrimans are the most dangerous foes, but they can also be your best weapons. Throwing or knocking one to the ground causes it to release a barrage of beams.

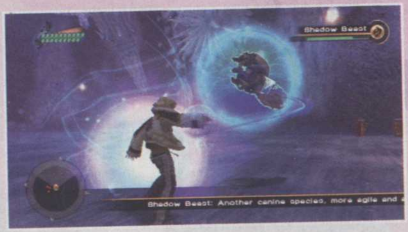
But, if you can pick the ahriman up before it recovers, you can aim the beams in whatever direction that you're facing. These beams make short work out of fenrir wolves and shadow beasts.



091 & 101: DEATH RAYS AMOK AND INSPIRING TEARS

Knocking an ahriman to the ground and causing it to fire its death rays randomly earns you the "Death Rays Amok" medal. If you defeat an ahriman while it is firing its death rays (by throwing another enemy or object at it), you get the "Inspiring Tears" medal.

Fenrir wolves are essentially icy versions of coeurls. Instead of electrical attacks, they have a powerful frost breath, and attempting to toss them to the right or left usually results in them recovering immediately and counter-attacking. Hit them with objects (or an ahriman's death beams) to defeat them.



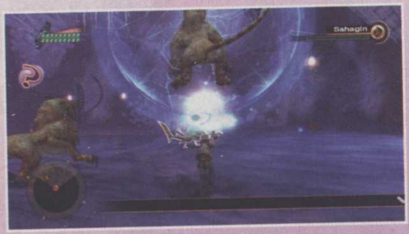
Shadow Beast: Another canine species, more agile and

Shadow beasts are also nimble opponents, but they're much weaker than the fenrir wolves—and they don't have any attacks other than a pounce. Be prepared to roll if you throw them, because they usually spring back at you like a fenrir wolf.

183: WRITHING WOLF

Throwing a fenrir wolf and having it counterattack with a pounce earns you this medal.

After you defeat all of the enemies and close the Miasma Stream, a new set of enemies appear after the next phase shift—two coeurls and five sahagins (two of which have legs).

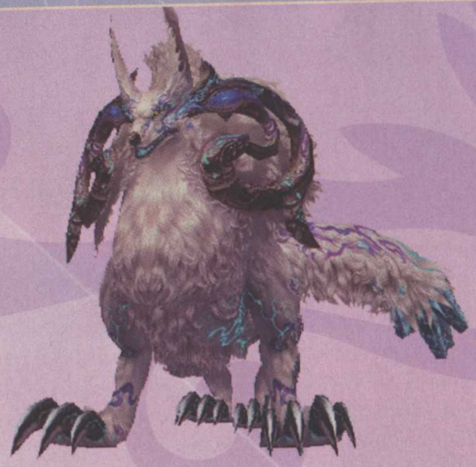


These are much easier foes to defeat. First, knock down a coeurl and use its electrical blasts against the legged sahagin. Next, use the same technique against the three sahagin in the icy pond.

Dispose of the coeurls by tossing them into the pond, which destroys them instantly. If there are any sahagin left in the pond, throw the nearby objects at them until they're destroyed; it's very difficult to maintain a lock on them given the narrow opening of the ice pond.

173 & 203: PILGRIM'S ICE CAVE CAMPAIGNS I AND II

Defeating the first round of monsters in the Pilgrim's Ice Cave and closing the Miasma Stream earns you the "Pilgrim's Ice Cave" medal. Doing the same with the second wave of monsters gets you the "Pilgrim's Ice Cave Campaign II" medal.

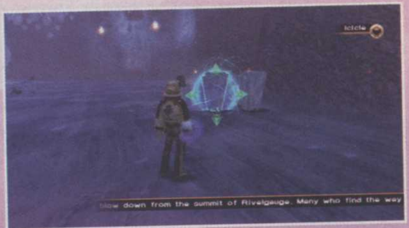


Thawed Out

During the next phase shift, when the Miasma Stream is no longer active, the main entrance tunnel thaws out, giving you easy access to the cavern and the Emblem Emporium inside the tunnel.

The Emblem Emporium sells all of the same emblems that every other Emblem Emporium sells, for the same prices.

If you are in the tunnel when the next phase shift occurs, you are transported outside of the tunnel when it refreezes.



blow down from the summit of Rivelgeuge. Many who find the way

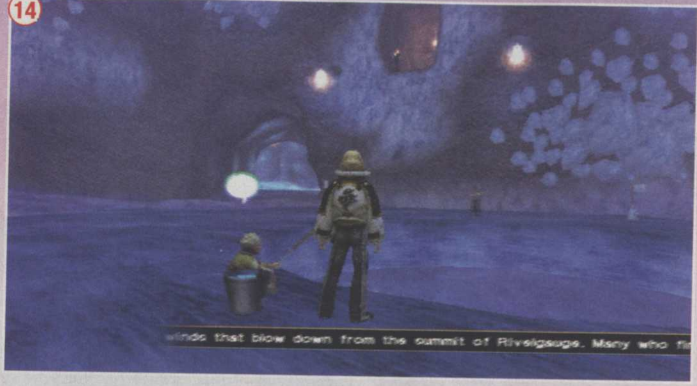
Even with the Miasma Stream closed, the icy conditions of the Pilgrim's Ice Cave make it treacherous terrain. Two Clavat Men have been pinned underneath fallen icicles. Lift the icicles out of the way to earn a few gil from their concerned friends.

TREASURE!

Pay close attention to the small alcoves in the walls high above the floor of the Pilgrim's Ice Cave. After any phase shift that deactivates the Miasma Stream, an icy ledge appears at the entrance to one of them. Quickly leap up to it by swinging from the lights on either side, and climbing up into the alcove to find treasure.

There is a giant hole in the middle of the sheet of ice that dominates the floor of the cave. Speak to the Clavat Fisherman if you'd like to fish in it; the methods are the same for any other fishing hole.

⑭


winds that blow down from the summit of Rivelgauge. Many who fi

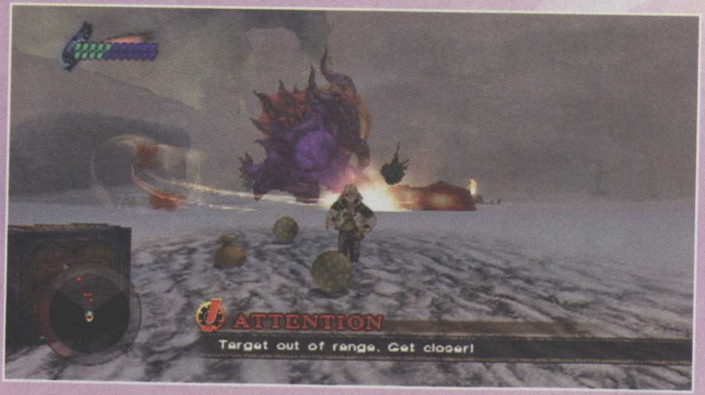
212 & 213: CHILLY FISHING AND CHILLY RARE CATCH

Catching any fish in the Pilgrim's Ice Cave pond earns you the "Chilly Fishing" medal. Hooking a rare fish gets you the "Chilly Rare Catch" medal.

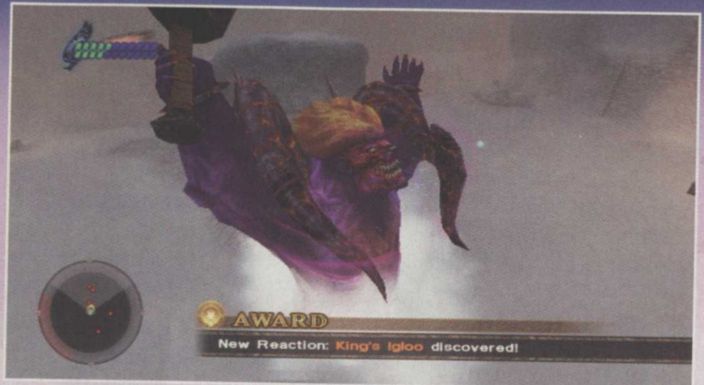
SNOWFIELDS

The Snowfields are a vast arctic wasteland full of unforgiving enemies when the Miasma Stream is active, and opportunities for treasure and medals when it is not.

During the combat phase, you face four types of enemies: feeble goblin warriors, fast but weak behemoths, explosive claymores, and the massive King Behemoth. If you're planning on clearing the area and shutting down the Miasma Stream, start with the King Behemoth.


ATTENTION
Target out of range. Get closer!

The King Behemoth uses three attacks, two of which can be turned against it. The first and most common is a clubbing blow that is easy to dodge. If the King Behemoth misses, its club gets stuck in the snow for a few seconds.

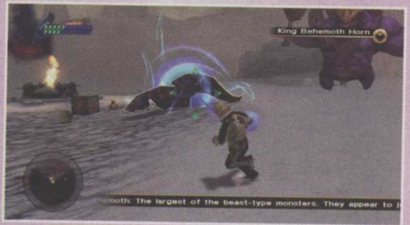

AWARD
New Reaction: King's Igloo discovered!

Quickly lock onto the King Behemoth and swing the Wii Remote horizontally. If the King Behemoth is standing in snow, this screws it into the ground for a few seconds, rendering it helpless.

195: KING'S IGLOO

Spinning the King Behemoth into the snow earns you this medal.

With the King Behemoth trapped in the snow, quickly lock onto its head and swing the Wii Remote up to leap at it and knock one of its horns off.


King Behemoth Horn
moth: The largest of the beast-type monsters. They appear to

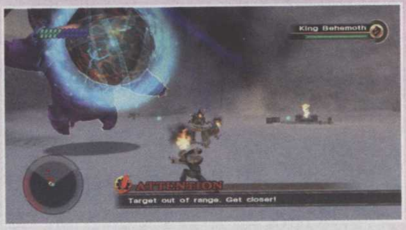
Pick up this horn, aim at the King Behemoth, and press B to fire a meteor at the beast that should knock at least half of its health out. You can then throw the horn at the King Behemoth with a second press of B to inflict a bit more damage.

204 & 205: CLASH OF HORNS AND MY FIRST IVORY OBJECT

Breaking off the horn of a trapped King Behemoth earns you the "Clash of Horns" medal.

When you hurl the horn at the King Behemoth, it shatters and sometimes leaves behind an Ivory Object. Pick it up to earn the "My First Ivory Object" medal.

The King Behemoth's second attack is a meteor strike, in which it summons several large meteors from the sky. Watch their shadows on the ground and dodge roll to avoid them.

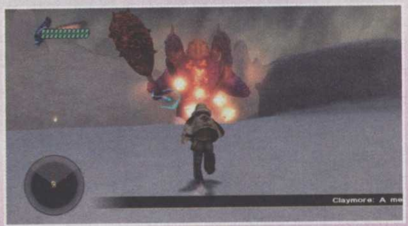


Target out of range. Get closer!

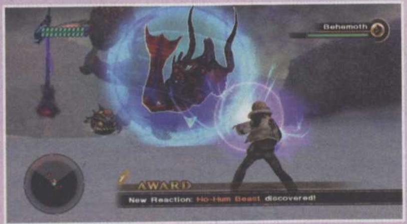
Once the meteor strike is over, pick up the meteors and hurl them back at the King Behemoth to inflict significant damage. If you successfully use the King Behemoth's horn against it and hurl back two or three meteors, you should destroy the massive creature.

EXPLOSIVE RESULTS

Ball Fireworks, located near each campfire in the Snowfields, are another excellent weapons to use against the King Behemoth (or any other enemy).



The King Behemoth's final attack is a fire breath attack. You cannot turn this attack against the King Behemoth, so just focus on avoiding it and waiting for it to try one of the other two attacks.



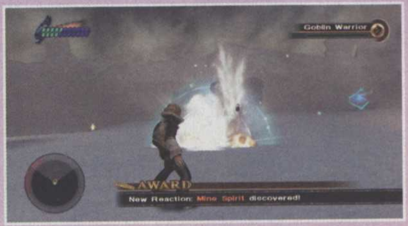
New Reaction: Ho-Hum Beast discovered!

Behemoths are large, four-legged creatures similar to coeurls or fenrir wolves, but they lack the dexterity of their cousins. Their charging and fire breath attacks are easy to dodge, and locking onto one and throwing it horizontally depletes half of its health. Do it a second time to finish it off.

154: HO-HUM BEAST

Tossing a behemoth horizontally earns you this medal.

After the King Behemoth, the most dangerous enemy in the Snowfields is the claymore, a member of the bomb family. Claymores pursue you and charge into you, knocking you over and inflicting significant damage.



New Reaction: Mine Spirit discovered!

The fastest way to eliminate a claymore is to lock on to it and swing the Wii Remote downward, planting the claymore in the ground with only its blinking trigger visible, then having Layle roll across the top. This will safely detonate the claymore, inflicting heavy damage to any creatures caught withing the blast radius. Alternatively, you can either attempt to trick an enemy into stepping on it, or fling an enemy toward it while that enemy attempts to dig up the claymore.

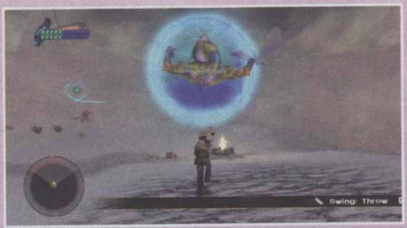
Watch Your Step

If you step carelessly, you can also detonate a claymore, which does extreme damage to you. Be very, very careful to avoid your own booby traps!

175 & 165: BOOBY TRAP AND MINE SPIRIT

Sinking a claymore into the snow so that only its trigger is visible earns you the "Booby Trap" medal. Detonating the claymore by any method earns you the "Mine Spirit" medal.

Half of the enemies in the Snowfields are goblin warriors, and they're exactly as non-threatening as you remember. However, because there are so many, you can waste a lot of time tracking them down individually, leaving you unable to eliminate all of the enemies before the phase shift.



To deal with the goblin warriors efficiently, pick them up and hurl them at other enemies. If you miss, they get stuck in the snow, and you can pick them up again. If you hit, both enemies take damage from the impact.

194: SNOWFIELDS CAMPAIGN

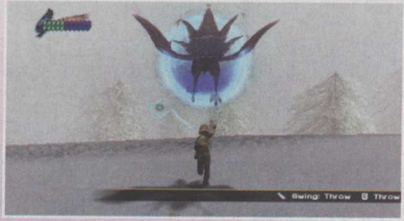
If you manage to eliminate every enemy in the Snowfields and close the Miasma Stream before the phase shift, you earn a Myrrh Fragment as well as this medal.

There's plenty to do during the non-combat phase in the Snowfields as well. For starters, there are a number of cavern entrances that are only open during the non-combat phase. Almost every one of these caverns holds a treasure worth collecting (see map).

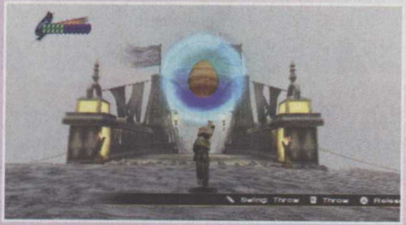
155: MY FIRST FIREWORKS

One of the treasure chests contains Fireworks. Picking it up earns you this medal. You can also pick up Fireworks from defeated claymores, if you're lucky.

Some of the caves also include wild chocobos and chocobo eggs. The wild chocobos defend their nests by attacking you on sight. They won't injure you, but they can knock you down. Also, you can't ride these chocobos.



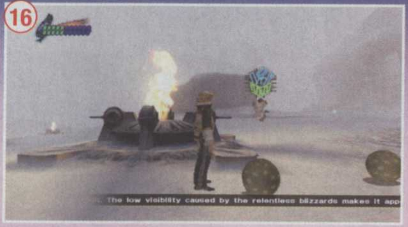
To deal with the wild chocobos, grab and lift them with your powers and fire them (with B) into a wide-open area of the Snowfields. The chocobo then fly for a fair distance, giving you plenty of time to explore without being attacked.



When you find a chocobo egg, first make sure to get rid of the wild chocobo that guards it. Pick up the egg with your powers and carry it to the entrance of the Tribulation Bridge. The monks of the Rivelgauge Monastery collect them, and they gratefully reward you by Moogle Mail for your help.

215: CHOCOBO EGG

Carrying one chocobo egg to the Tribulation Bridge earns you the bronze version of this medal. Bring 19 more to the bridge to get the gold.


16
The low visibility caused by the relentless blizzards makes it app

There is also a moogle shop (Mogsatto's Shop) in the middle of the Snowfields that has a variety of useful materials for sale. It's worth checking out, if only to make sure that you're stocked up.

AWARD
New Result: Rescue Flare discovered!

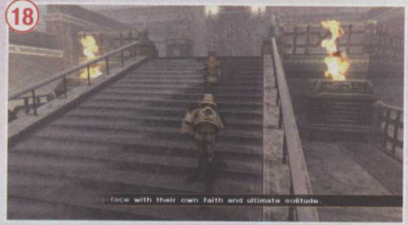
Finally, those Ball Fireworks around the campfires aren't just good for blasting enemies. Pick one up and throw it into the fire to send off a rescue flare.

214: RESCUE FLARE

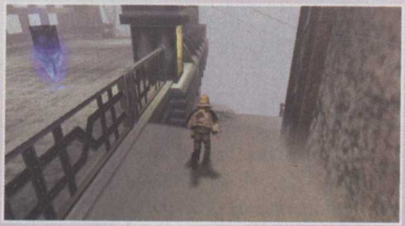
Firing off one Ball Firework rescue flare earns you the bronze version of this medal. Firing off nine more gets you the gold.

TRIBULATION BRIDGE

When you are ready to proceed, step onto the Tribulation Bridge and start crossing it. Stiltzkin waits in the middle of it and tells you that Goldenrod just crossed the bridge herself.



Keiss waits at the other end of the bridge. Approach him, and he runs into Rivelgauge Monastery ahead of you.

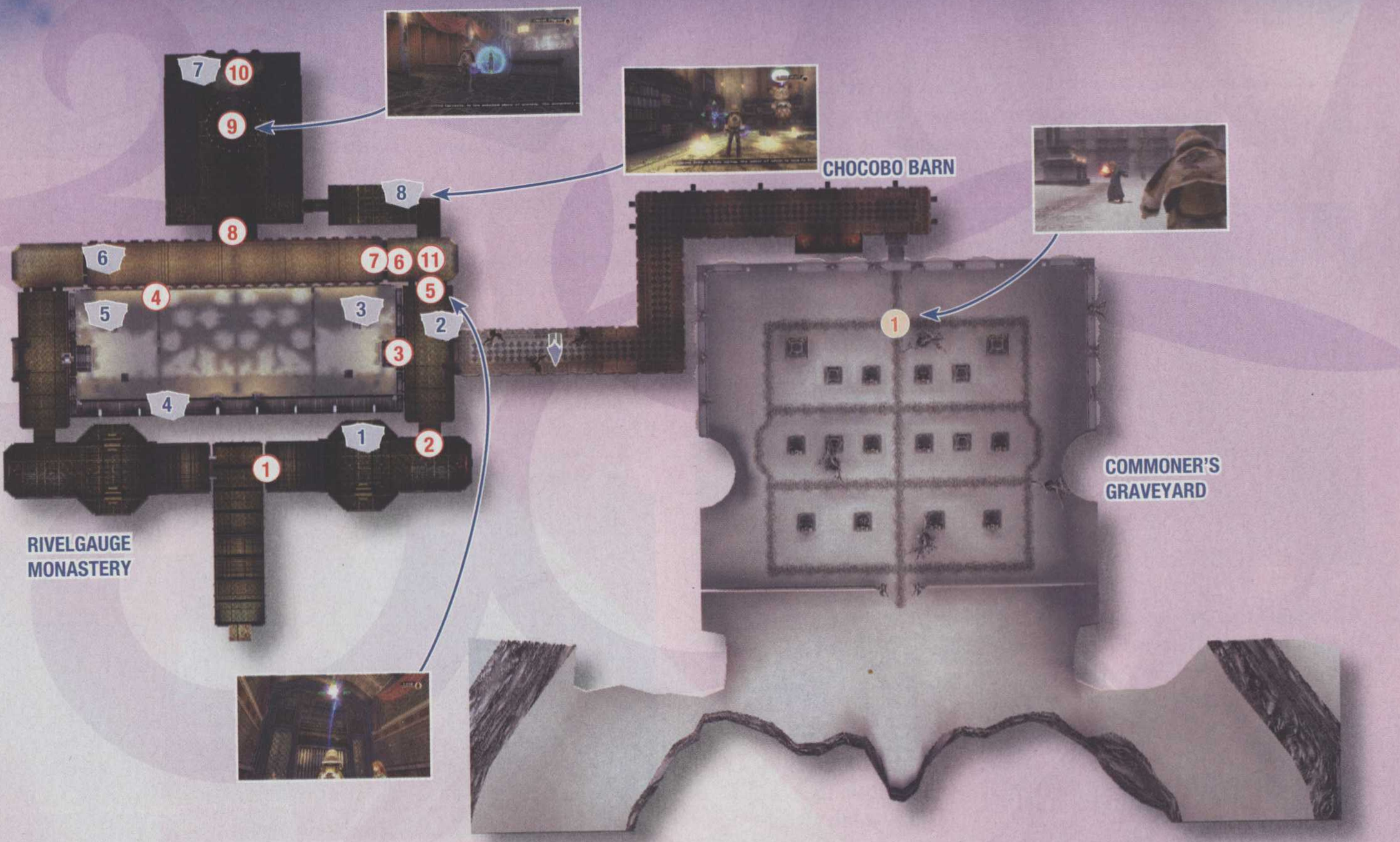


You can either follow him in immediately, or you can drop down to an icy pathway below the Tribulation Bridge by looking carefully near the monastery end of it. There are four treasure chests down here, one of which contains a Holy Relic (see map).

114: MY FIRST HOLY RELIC

Picking up the Holy Relic from the treasure chest under the Tribulation Bridge earns you this medal.

RIVELGAUGE MONASTERY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RIVELGAUGE MONASTERY
CHOCOBO BARN
1
COMMONER'S GRAVEYARD

Points of Interest

① From Tribulation Bridge
② Reveal Goldenrod to Open Door
③ Reveal Goldenrod to Open Door
④ Reveal Goldenrod to Open Door
⑤ Swing From Light to Proceed
⑥ Blaze
⑦ Speak to Blaze to Open Door
⑧ Reveal Goldenrod to Open Door
⑨ Belle
⑩ Purifying Steambath
⑪ Stiltzkin
▼ Save Point

Treasure Chest Rewards

1	Stuffed Specimen
2	Buried Treasure
3	Designer Dart
4	Gil
5	Gil
6	Gil
7	Holy Relic
8	Myrrh Fragment

Medals Available for the First Time

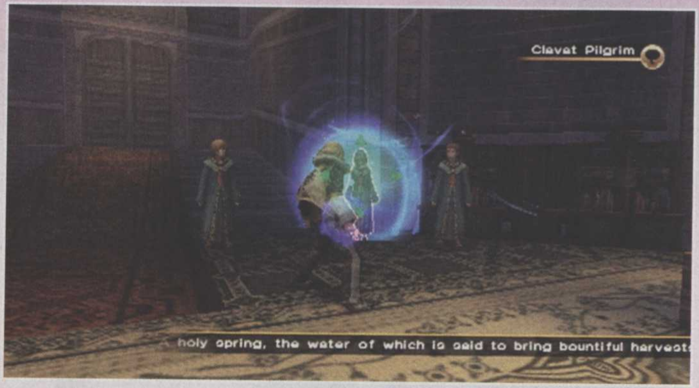
216: Fire Bearer
226: The Rolling Escape
227: Steaming Purification
231: Chase Chocobo
232: Speed Chocobo
236: The Good Escape
242: Safe Chocobo
246: The Godly Escape

Enemies

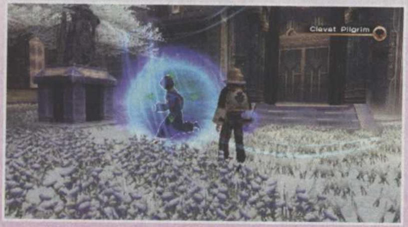
① Blaze

When you enter Rivelgauge Monastery, Keiss strong-arms a robed monk, believing him to be Goldenrod in disguise. Layle is sure that Goldenrod is in the monastery, but they'll have to search each and every monk to find her.

Use your bearer powers to lock onto the panicked Clavat Pilgrims and swing the Wii Remote to jerk their hoods down. Eventually, you find Goldenrod, who performs a minor summoning attack and flees to the next section of the monastery's hallway.


Clavat Pilgrim
holy spring, the water of which is said to bring bountiful harvests

When you enter the next hallway, all of the doors seal shut, locking you in with the frantic Clavat Pilgrims. Once again, grab them and remove their hoods to reveal Goldenrod, who flees out into a snowy courtyard.



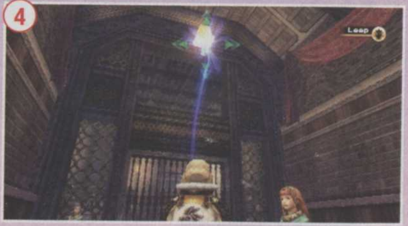
Keep pulling off the hoods of the Clavat Pilgrims in the courtyard to reveal Goldenrod again.

TREASURE!

There are three treasure chests in this courtyard, and one is very tricky to reach. To get it, hop up onto a pedestal, jump up onto the awning that hangs over the courtyard to get within range of the chest, and then grab and lift the treasure chest to open it.

Goldenrod ducks back into the hallway you just came from. Follow her there and pull the hoods off of the Clavat Pilgrims until she is revealed again.

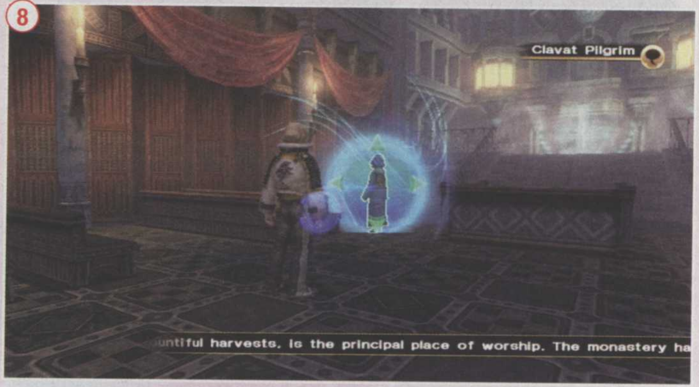
After distracting you with some simple magic, she vaults the wrought-iron gate to the next area. Grab the light fixture overhead and swing from it to follow her.



Remove the hood from the only Clavat Pilgrim in the next area to reveal him as Blaze, a fellow crystal bearer and former partner of Layle's. Blaze offers to let Layle help him on his current job—keeping an eye on Belle—but Layle declines.

When the door to the next hallway opens, proceed into it and continue pulling down Clavat Pilgrims' hoods until you find Goldenrod. The doors to the sanctum open as Goldenrod makes good on her escape.

Enter the sanctum, where a lone hooded Clavat Pilgrim stands in the aisle. Pull back the hood to reveal not Goldenrod, but Belle. She brushes off Layle's warnings about Blaze and Jegran and leaves.

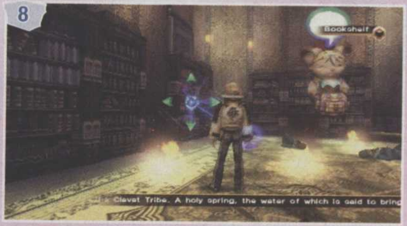

8
Clavat Pilgrim
untiful harvests, is the principal place of worship. The monastery ha

227: STEAMING PURIFICATION

There is a sacred spring at the front of the chapel. Step into it to refill your Life and earn the bronze version of this medal. To get the gold, you need to leave the area and return to the bath nine more times.

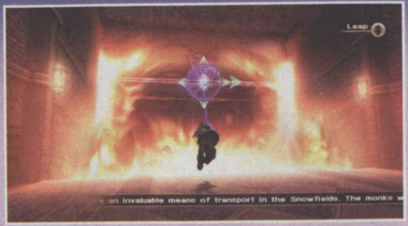
Open the sanctum door and return to the hallway where you just came from. Layle speaks to Keiss, who has called Jegran for reinforcements. Keiss says that Jegran will turn a blind eye to Layle until Goldenrod is captured.

Screams pierce the air. The doors to the room where you met Blaze fly open, and the room is on fire. Inside, Stiltzkin says that Belle fled into the Commoner's Graveyard, pursued by Blaze.


8
Bookshelf
Clavat Tribe. A holy spring, the water of which is said to bring

TREASURE!

Here's a treasure you don't want to miss—go into the room where you met Blaze and move a bookcase to reveal a hidden passageway. There is a treasure chest in there that contains a Myrrh Fragment!


Leap
... an invaluable means of transport in the Snowfields. The monks w

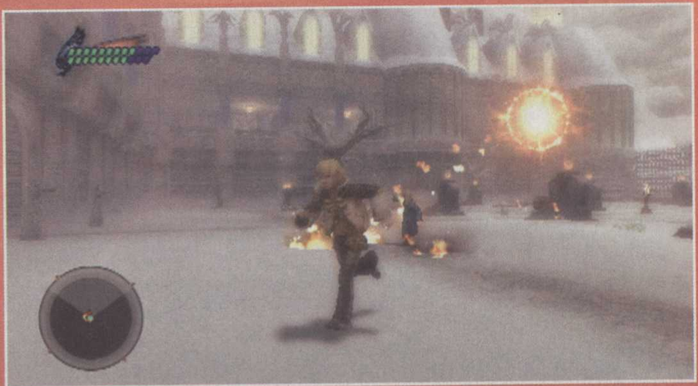
Backtrack through the flaming monastery and out to the chocobo barn. When you come to impassable walls of flame, look for beams overhead to grab and swing from. Exit the chocobo barn via the door to the Commoners' Graveyard at the end of it.

Boss Battle: BLAZE

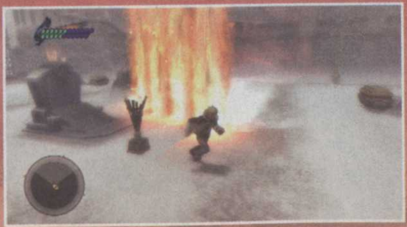
Layle enters the Commoners' Graveyard to find Blaze and Goldenrod arguing over Belle. Layle steps in to fight Blaze, and Goldenrod agrees to stay out of it.

If you don't know Blaze's attacks, he's a tough opponent. But once you learn how to avoid his attacks and turn them against him, he loses a lot of his menace.

Blaze has four main attacks. The first is a sword-like line of fire that he brings down in a straight line directly in front of him. As soon as you see him start to summon it, roll to dodge it.

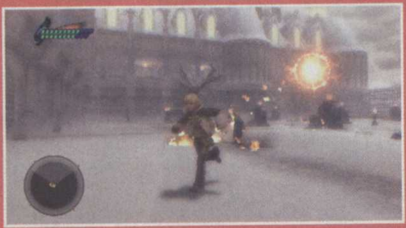


Blaze's second attack is a slow-moving wide wall of fire that creeps forward in a straight line. The best defense against it is to dodge roll backward and put some distance between you and it until it burns out.



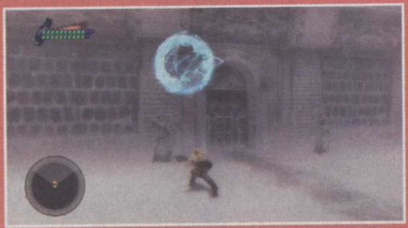
Blaze's third attack is a large fireball that he summons overhead and launches towards you. Lock on to it while he's summoning and swing the Wii Remote up to capture it, then throw it back at him to inflict moderate damage.

Blaze's fourth and most powerful attack is also your best weapon against him. He summons exploding fireballs that shoot out smaller fireballs in random patterns.



However, you can lock on to the exploding fireball and hurl it back at Blaze to inflict tremendous damage on him. Blaze might be a fire-wielding crystal bearer, but he's not fireproof—as the scars on his face attest.

Other good attack strategies include throwing coffins and torches at Blaze, as well as locking on to him and swinging the Wii Remote sideways.



Usually this just sends Blaze flying overhead, but if you manage to throw him into a wall hard enough, you can pick him up and hold him. Toss him into the stone walls of the monastery a second time (B) to knock him for a loop.

Control Your Foe

When you've got a lock on Blaze, don't swing the remote while standing stationary. That just gives Blaze a chance to toss a fireball at you while he flies through the air.

216: FIRE BEARER

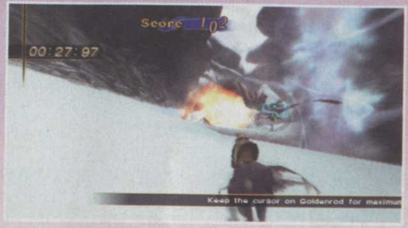
Defeating Blaze earns you this medal.

Once Blaze is defeated, Belle gives Layle the Crystal Idol he's been looking for. She tells him that she was supposed to meet with Jegran here, so Layle should expect him to show up.

CHOCOBO CHASE

Jegran and the Royal Army arrive and open fire on Layle, but Goldenrod reappears and distracts them, saving Layle. Goldenrod makes a break for it on a zu, and Layle hops on a chocobo in pursuit.

All you need to do to complete this segment of the story is finish the chase. You can't be KO'ed, there's no time limit that can expire, and there's no way to get lost. However, there are three medals that can be earned if you're a skilled chocobo jockey.



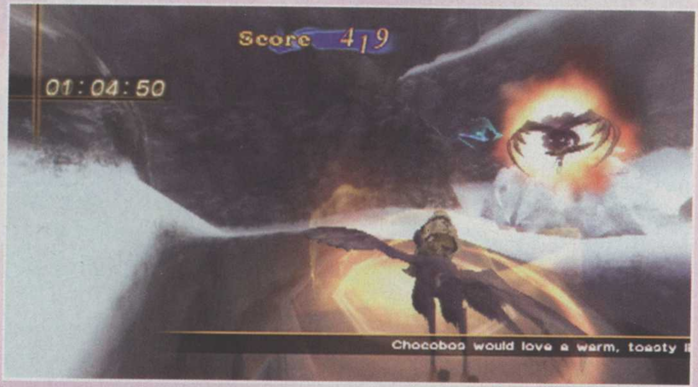
First, keep the cursor on Goldenrod as much as possible to continually earn points. It's tricky to do this and to navigate the terrain to earn the other two medals as well, but at least it's a very straightforward task.

231: CHASE CHOCOBO

Keep the cursor on Goldenrod and score 1500 points to earn the bronze version of this medal. Silver requires 1600-1699 points, and gold requires 1700 or more.

Next, try to get through the chase as quickly as possible. The most important thing is to avoid the spiraling wind currents that blast you into the air and eat up a few valuable seconds.

Stick to the middle of the screen as much as possible and slip through the currents in the chasms. Also, run directly over the glowing orange discs on top of pillars in the chasms for a quick burst of speed.

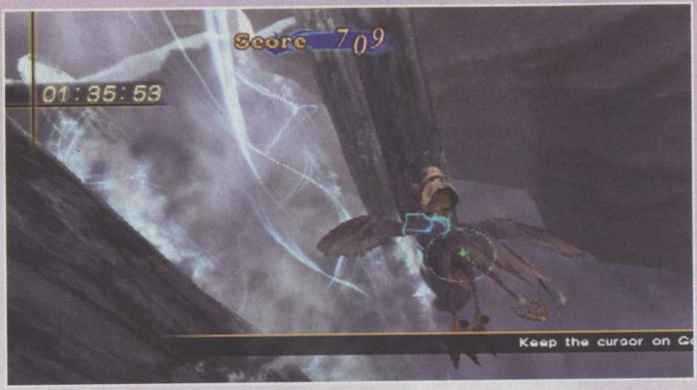


232: SPEED CHOCOBO

Finish the chase in less than 150 seconds to earn the bronze version of this medal. Finish under 120 seconds for the silver version, and 90 seconds for the gold.

Lastly, avoiding the wind currents is always a good idea, for both speed and accuracy purposes. If you can do it, there's a medal in it for you.

The key is to turn sharply when two air currents are positioned diagonally with only a small space between them. For example, if the closer current is to your left, fly hard to the right, then take a sharp turn to the left when you pass the current.



242: SAFE CHOCOBO

If you don't get caught in a single wind current during the entire chase, you earn this medal.

If at First You Don't Succeed

The game autosaves at the very beginning of the Chocobo Chase, so if you don't get the results you were hoping for, you can reload and try again.

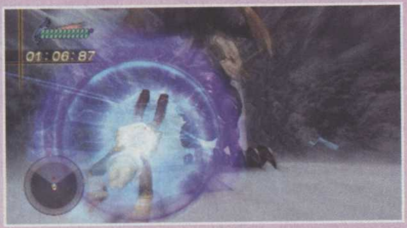
After the chase is over, Jegran fights Blaze in an airship graveyard. Jegran says that crystal engines resonate with crystal bearers, and he proves it by transforming Blaze into a crystal shard and infusing a nearby airship engine with his essence.

Jegran's ability to create crystal shards is throwing The Crystal Principle out of alignment, threatening the world. Following a standoff with Jegran, Layle makes an alliance with Goldenrod, whose true name is revealed to be Amidatelion.

THE AWAKENED BEAST

Layle and Amidatelion flee down the mountain with Jegran's airship and a giant beast in pursuit. This begins another chase scene, except this time, you and Amidatelion are the quarry.

In this chase, you not only lose time when Jegran or the beast attacks you successfully, you also lose Life. For both of those reasons, it's important to use your rolling dodge to avoid their attacks.



You don't have to control your forward or backward movement, nor do you really need to steer left or right if you don't want to. Just concentrate on dodging attacks so that you don't waste time or health.

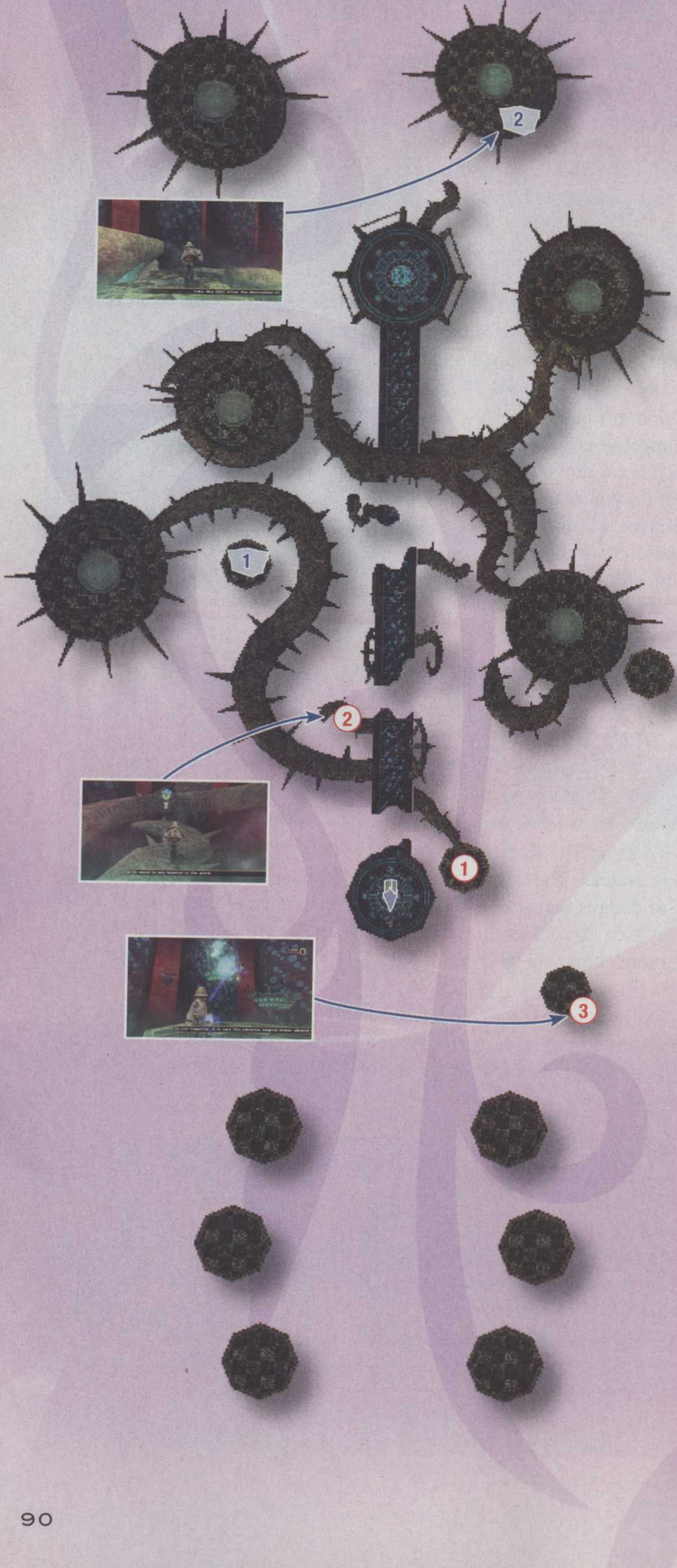
226, 236, & 246: THE ROLLING ESCAPE, THE GOOD ESCAPE, AND THE GODLY ESCAPE

To earn "The Rolling Escape," perform evasive rolls to evade bullets or attacks. These preemptive escapes count towards the medal's tally of dodges, but you won't actually earn the medal until you've done at least 20 rolls in this chase. 30 rolls nets you a silver and 40 or more earns you the gold.

Escaping in under five minutes earns you "The Good Escape" medal, and managing to escape without taking a single hit from either the beast or Jegran's ship gets you "The Godly Escape" medal.

At the end of the chase sequence, Amidatelion and Layle take a nasty tumble off of a cliff. Amidatelion, critically injured, makes a portal that Layle can use to help them escape—much to the chagrin of Keiss and Jegran.

YUKE SKY CITY



Points of Interest

- ① Start Point
- ② Moogle Shop (Mogless's Shop)
- ③ Warp Point to Amidatelion
- Save Point

Treasure Chest Rewards

1	Gil
2	Crown

Yuke Female

Are you lost? No. I don't think you are. Welcome. Welcome to our city.

mense magical power allowed the entire city to move to any locat

While Amidatelion recovers from her battle wounds, you are free to investigate the Yuke Sky City. You can speak to a number of Yukes and learn more about the Yuke culture and history.

There is a moogle shop here (Mogless's Shop) that you should definitely stop into. Instead of just having a set list of materials for sale, it allows you to refresh the list of goods by pressing Z and shaking the Wii Remote.

②

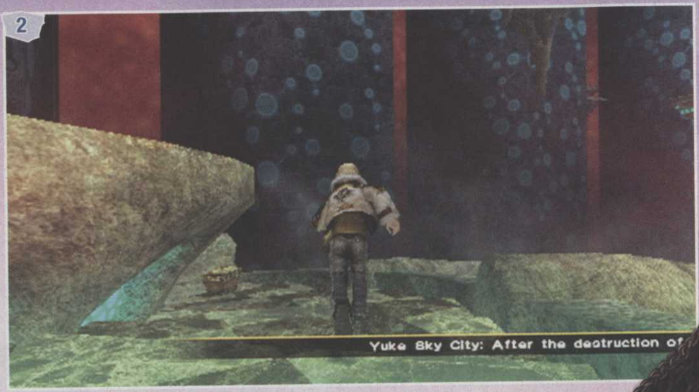
ity to move to any location in the world.

③

to join together. It is said this immense magical power allowed t

Explore the Yuke Sky City and speak with the denizens until a path of glowing blue lights appears near where you started your exploration.

You can also use similar yellow lights elsewhere in the city to reach distant platforms. One of them holds a rare Crown in a treasure chest (see map), so it's definitely worth taking the time to explore.



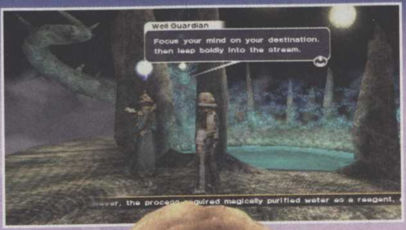
Yuke Sky City: After the destruction of

Treasure Rooms

There are six distant platforms near your start point that you cannot reach at the moment. Each has a warp point on it. One Yuke made reference to a missing key to a treasure room, and another mentioned that warp points could be found anywhere. Hmm…

When you are done exploring the Yuke Sky City, use the warp point near the start to return to Amidatelion. Layle agrees to help Amidatelion resurrect the Yuke people, and gives her the Crystal Idol that he got from Belle.

Layle and Amidatelion make a failed attempt to summon the Lilty princess, but Layle finally realizes that Althea is the princess. He says that he'll take care of this while Amidatelion heals further.

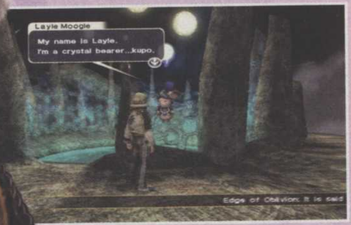


Well Guardian

Focus your mind on your destination, then leap boldly into the stream.

…ever, the process required magically purified water as a reagent,

You resume control of Layle at the Edge of Oblivion, in front of a well floating in a vast darkness. There, you can speak to the Well Guardian, who tells you that using your powers on the well stream can take you wherever you want to go in Layle's world. Target the well after speaking to the Well Guardian, and use your powers on it to transport to the Moogle Woods Station.



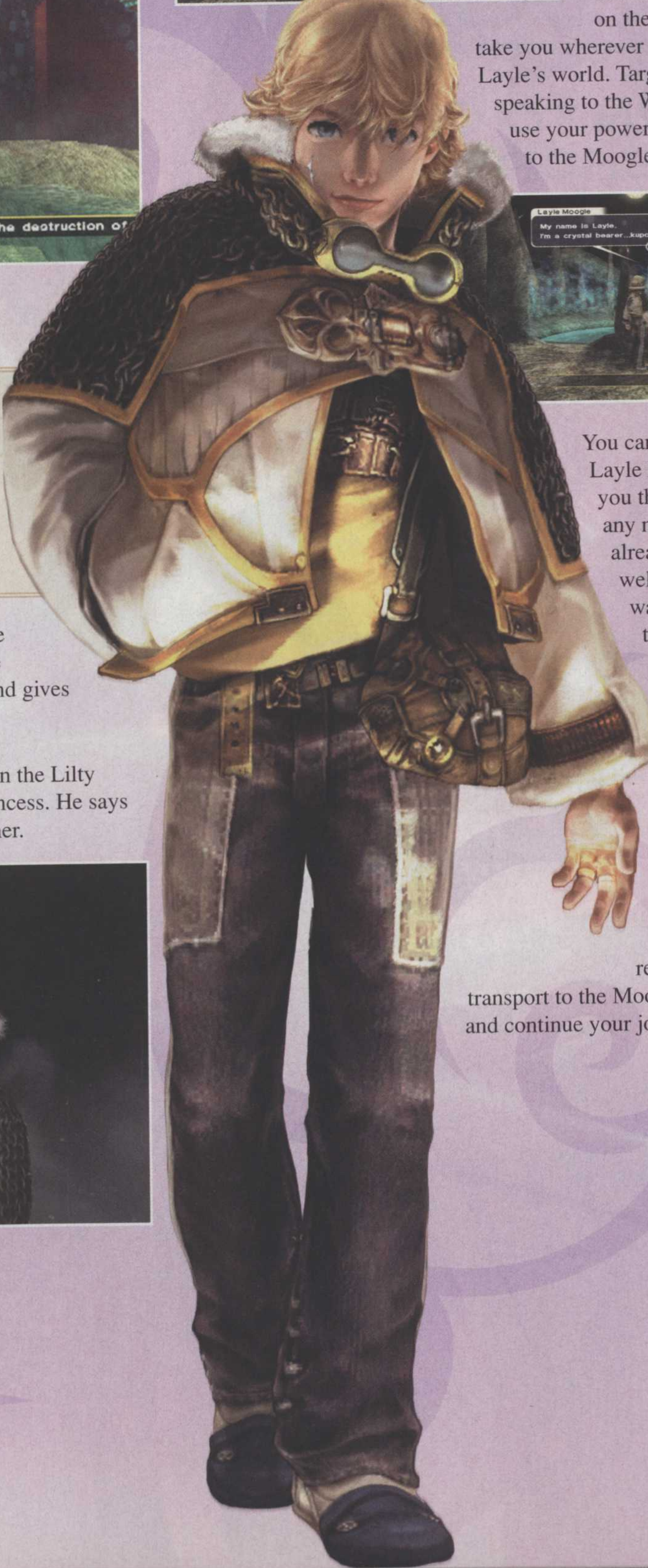
Layle Moogle

My name is Layle.
I'm a crystal bearer...kupo.

Edge of Oblivion. It is said

You can also speak to the Layle Moogle, who tells you that you can replay any mini-game you've already seen via the well, which is a great way to earn medals that you might have missed. Lock onto the well, and a menu of the mini-games will appear. Highlight the name of the game you want to play and press Ⓐ to select.

When you are ready, use the well to transport to the Moogle Woods Station and continue your journey.



CHAPTER V

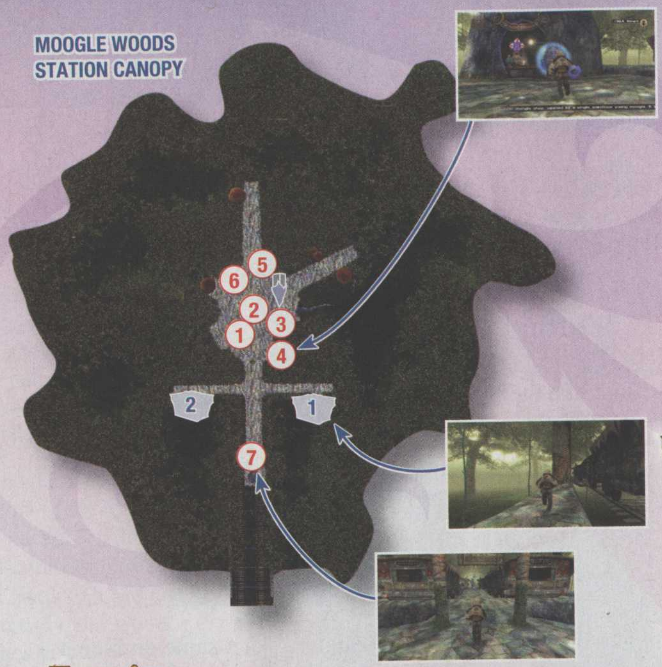
THE ENEMY REVEALED

Layle has seen the lengths that Jegran will go to in order to attain the Crystal Idol and meet the Yuke Tribe, whom the idol represents their last hope against extinction. As Jegran's plan nears completion, Layle finds himself in a desperate race against time…

RETURN TO CID'S WORKSHOP

Upon leaving the Yuke Sky City, Layle reappears in his home world at the Moogle Woods Station. He immediately receives a letter via Moogle Mail from Cid, asking him to come to his workshop.

MOOGLE WOODS STATION AND SILENT SPRING


MOOGLE WOODS STATION CANOPY
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Points of Interest

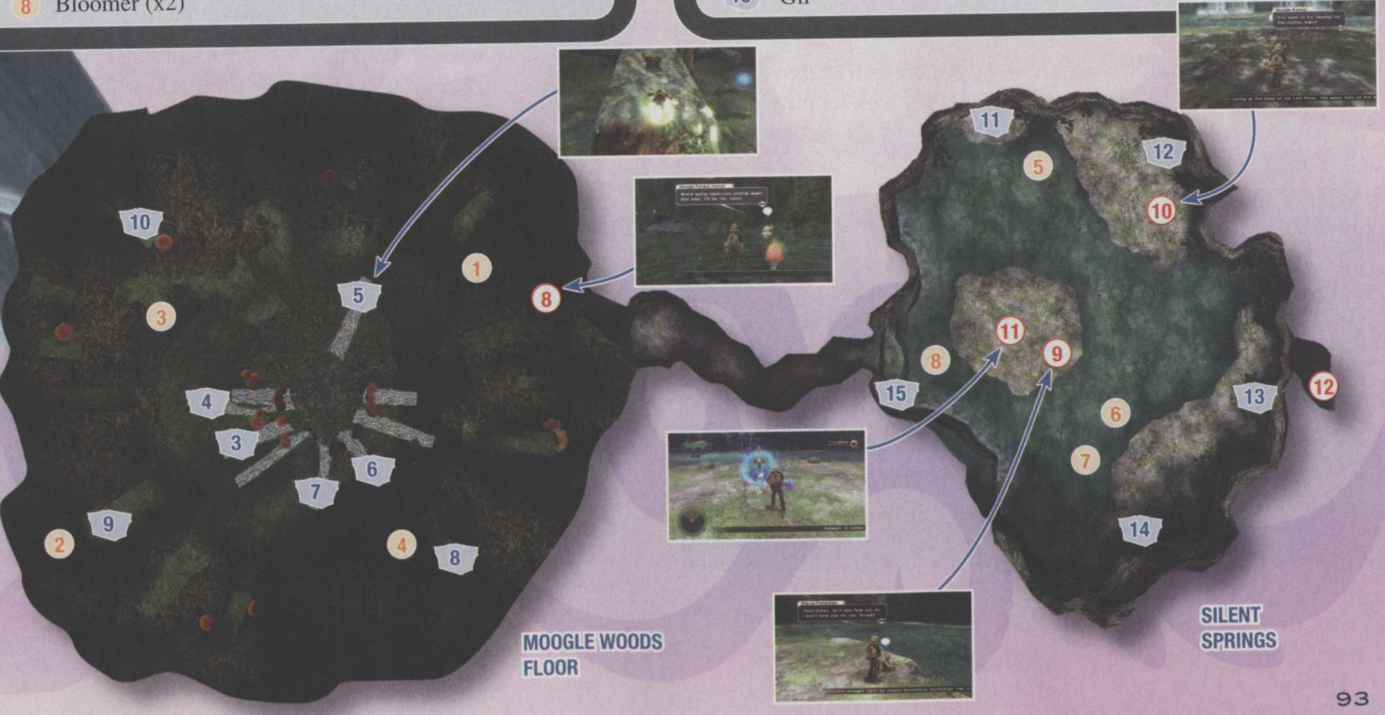
① Mail Moogle
② Stiltzkin
③ Moogle Shop (Emblem Emporium)
④ UMA News
⑤ Moogle Shop (Inspiration Workshop)
⑥ Moogle Shop (Boss Mogsy's Shop)
⑦ Selkie Train Boarding Platform
⑧ Moogle Fungus Finder
⑨ Clavat Fisherman
⑩ Moogle Rocker (Frog Chorus)
⑪ Excalibur (during Combat Phase)
⑫ To Old Lett Aqueduct
▼ Save Point

Treasure Chest Rewards

1	Rainbow Wine (treetop level)
2	Commemorative Stamp (treetop level)
3	Gil (middle branch)
4	Gil (middle branch)
5	Myrrh Fragment (middle branch)
6	Ivory Object (middle branch)
7	Gil (middle branch)
8	Gil (forest floor)
9	Gil (forest floor)
10	Gil (forest floor)
11	Gil
12	Gil
13	Gil
14	Gil
15	Gil

Enemies

① Tonberries (x2), Trickfaces (x2)
② Tonberry Amok
③ Clusters (x2), Tonberry
④ Trickface, Cluster, Tonberry
⑤ Sahagins (x2)
⑥ Hydra
⑦ Sahagins (x2)
⑧ Bloomer (x2)


MOOGLE WOODS FLOOR
SILENT SPRINGS
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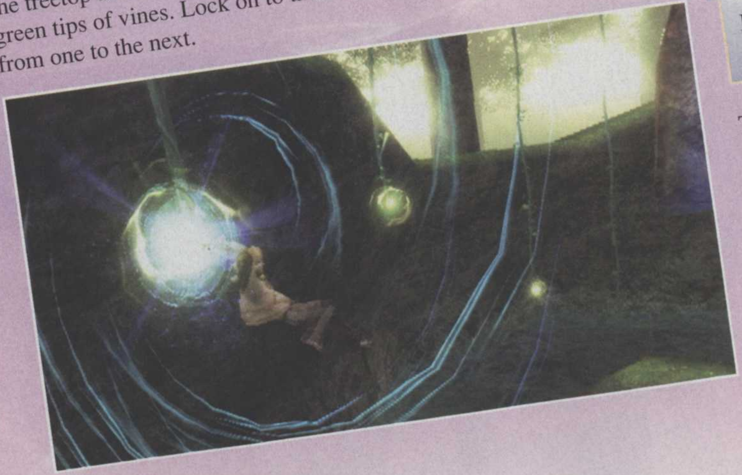
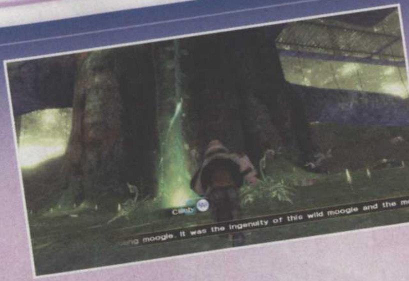
Medals Available for the First Time

- 131: Tongue Biter
- 141: My First Commemorative Stamp
- 190: Invisible Rainbow
- 199: My First Rainbow Wine
- 200: Frog Chorus
- 209: Fountain Fishing
- 210: Fountain Rare Catch
- 221: Farewell, Forest Scents
- 228: Misfire
- 234: Prepare to Surface
- 238: Grenade Spirit
- 243: Silent Spring Campaign
- 244: Up Periscope
- 248: Moogle Woods Campaign
- 252: Mushroom Hunter
- 254: Release Ballast
- 258: Glutton
- 260: My First Tea Leaves
- 264: Hydra Surfacing
- 268: Still Hungry
- 269: Nail the Foe
- 274: Hydra Sinking
- 278: Yet Still Hungry
- 288: Food Fighter
- 289: Invisible Assassin

There are two levels to the Moogle Woods Station: an upper level in the treetop that contains a Selkie Train station and several moogle shops, and a lower level where the area's monsters appear during the combat phase. Most of the area's treasure chests appear toward the bottom of the area, with some resting on branches in the middle of the tree (see map legend).

Getting down to the ground level is easy: just drop off of the edge of the treetop and fall. To ascend to different areas, look for the glowing green tips of vines. Lock on to them and swing the Wii Remote to leap from one to the next.




Climb
moogle. It was the ingenuity of this wild moogle and the mobil

There are also a few vines that stretch the entire height of the tree; approach the bottom of one and press Ⓐ to climb it. You can also climb some of the large Mushrooms at the end of some tree branches.

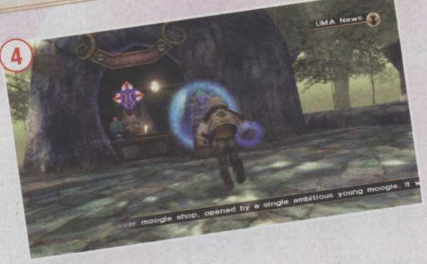
There are three moogle shops on the upper level of the Moogle Woods Station: Boss Mogsy's Shop, Inspiration Workshop, and an Emblem Emporium.

Shifting Stock

Just like the Yuke Sky City, you can press Z and shake the Wii Remote after buying a material from Boss Mogsy's Shop to randomly replenish the stock of items.

Emblem Emporium

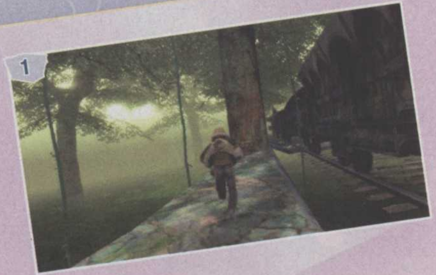
The Emblem Emporium sells the exact same emblems as any other Emblem Emporium, for the same prices and material requirements.



You can also pick up the latest issue of UMA News from the newsstand near the Emblem Emporium. This should be Issue #10, if you've picked up issues at every opportunity. It contains Tea Leaves as a bonus item.

260: MY FIRST TEA LEAVES

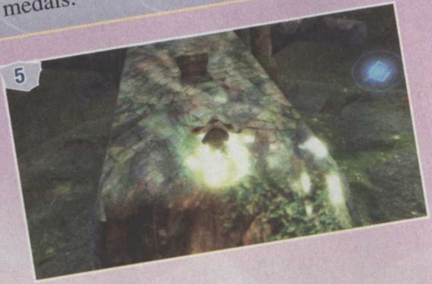
Picking up the Tea Leaves by reading UMA News #10 earns you this medal.



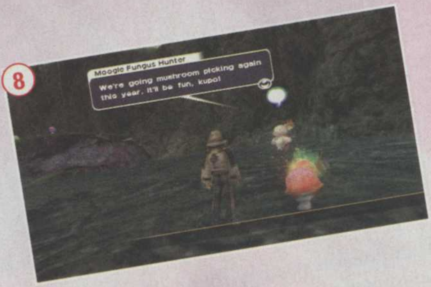
The boarding platform for the Selkie Train is also located on the treetop level. On either side of the Selkie Train platform is a path that leads to a treasure chest containing a valuable material. Don't miss your chance to pick up these rare items!

41 & 199: MY FIRST COMMEMORATIVE STAMP AND MY FIRST RAINBOW WINE

Picking up the items from the treasure chests near the Selkie Train platform earns you these two medals.



earch the middle tree branches and islands along the forest floor carefully to find a number of treasure chests. Some contain large amounts of gil, while others contain rare and valuable items. One contains a Myrrh Fragment.

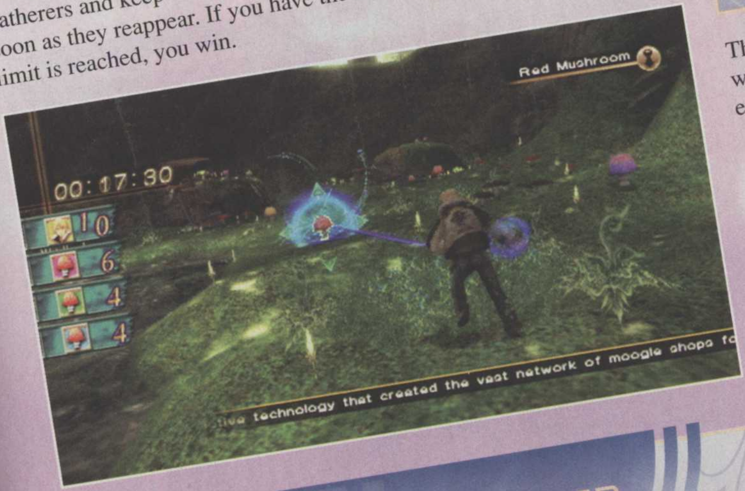


Moogle Fungus Hunter

We're going mushroom picking again this year. It'll be fun, kupo!

If you descend to the bottom of the Moogle Woods Station during the non-combat phase, you can speak to a Moogle Fungus Finder who invites you to participate in a Mushroom-gathering mini-game, similar to the Rainbow Grapes harvesting game in the Vineyard.

Mushrooms respawn after a short time, so your best strategy is to start picking in an area away from the other three moogle Mushroom gatherers and keep retracing the same circuit, plucking Mushrooms as soon as they reappear. If you have the most Mushrooms when the time limit is reached, you win.



...ies technology that created the vast network of moogle shops fo...

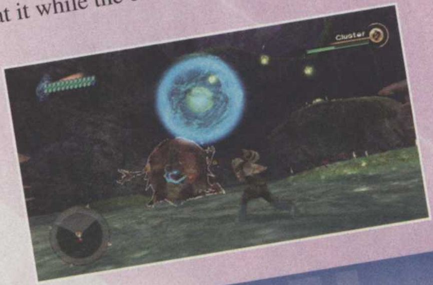
252: MUSHROOM HUNTER

Winning the Mushroom-hunting mini-game at least once earns you this medal. Win the game ten times total to get the gold.

You are completely safe from enemies in the treetop, so retreat there if you're low on health or simply want to avoid enemies. During the combat phase, you face six types of enemies: clusters (which spawn pineapples), tonberries, tonberry amoks (which control cursed spikes), and trickfaces.

You're familiar with trickfaces and tonberries from the Chocobo Circuit and Holy Mountain Way campaigns, so use the same strategies to defeat them. Remember that you can pick up tonberries and use their stabbing attack to defeat any other enemy at close range with one shot.

Clusters are bomb-like enemies that attack by spewing explosive balls at you. You can "feed" battlefield objects to a cluster by throwing items at it while the cluster is down.



Throwing an item at the cluster when it's down feeds the item to the cluster, but throwing an item at it when it's floating or getting back up damages it.

258: GLUTTON

Knock a cluster down by grabbing it and swinging the Wii Remote horizontally, and then throw an item at it while it's down to "feed" the cluster and earn this medal.

The more you feed a cluster, the better the items it leaves behind when it ultimately explodes. Feeding the cluster six items causes it to explode, but you can usually only feed it two items per knockdown.

278 & 288: YET STILL HUNGRY AND FOOD FIGHTER

If you feed a cluster at least one object and destroy it without feeding it enough to cause it to explode, you earn the "Yet Still Hungry" medal.

If you feed the cluster six items and cause it to burst, you get the "Food Fighter" medal.

If you defeat a cluster without feeding it a single item, it releases a smaller version of itself called a pineapple, which is essentially a little grenade.

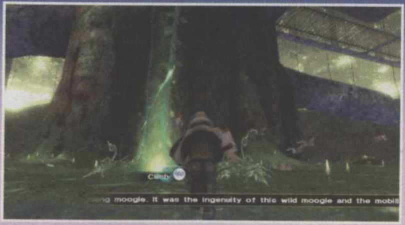
Medals Available for the First Time

131: Tongue Biter
141: My First Commemorative Stamp
190: Invisible Rainbow
199: My First Rainbow Wine
200: Frog Chorus
209: Fountain Fishing
210: Fountain Rare Catch
221: Farewell, Forest Scents
228: Misfire
234: Prepare to Surface
238: Grenade Spirit
243: Silent Spring Campaign
244: Up Periscope
248: Moogle Woods Campaign
252: Mushroom Hunter
254: Release Ballast
258: Glutton
260: My First Tea Leaves
264: Hydra Surfacing
268: Still Hungry
269: Nail the Foe
274: Hydra Sinking
278: Yet Still Hungry
288: Food Fighter
289: Invisible Assassin

There are two levels to the Moogle Woods Station: an upper level in the treetop that contains a Selkie Train station and several moogle shops, and a lower level where the area's monsters appear during the combat phase. Most of the area's treasure chests appear toward the bottom of the area, with some resting on branches in the middle of the tree (see map legend).

Getting down to the ground level is easy: just drop off of the edge of the treetop and fall. To ascend to different areas, look for the glowing green tips of vines. Lock on to them and swing the Wii Remote to leap from one to the next.

There are also a few vines that stretch the entire height of the tree; approach the bottom of one and press Ⓐ to climb it. You can also climb some of the large Mushrooms at the end of some tree branches.



moogle. It was the ingenuity of this wild moogle and the

There are three moogle shops on the upper level of the Moogle Woods Station: Boss Mogsy's Shop, Inspiration Workshop, and an Emblem Emporium.

Shifting Stock

Just like the Yuke Sky City, you can press Z and shake the Wii Remote after buying a material from Boss Mogsy's Shop to randomly replenish the stock of items.

Emblem Emporium

The Emblem Emporium sells the exact same emblems as any other Emblem Emporium, for the same prices and material requirements.

moogle shop, opened by a single ambitious young moogle. It

You can also pick up the latest issue of UMA News from the newsstand near the Emblem Emporium. This should be Issue #10, if you've picked up issues at every opportunity. It contains Tea Leaves as a bonus item.

260: MY FIRST TEA LEAVES

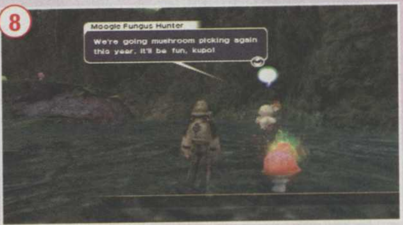
Picking up the Tea Leaves by reading UMA News #10 earns you this medal.

The boarding platform for the Selkie Train is also located on the treetop level. On either side of the Selkie Train platform is a path that leads to a treasure chest containing a valuable material. Don't miss your chance to pick up these rare items!

141 & 199: My First Commemorative Stamp and My First Rainbow Wine

Picking up the items from the treasure chests near the Selkie Train platform earns you these two medals.

Search the middle tree branches and islands along the forest floor carefully to find a number of treasure chests. Some contain large amounts of gil, while others contain rare and valuable items. One contains a Myrrh Fragment.



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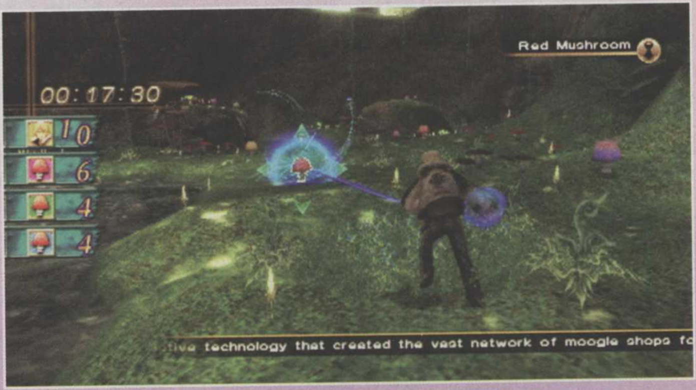

...ive technology that created the vast network of moogle shops fo

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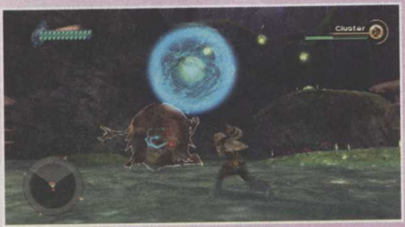

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278 & 288: Yet Still Hungry and Food Fighter

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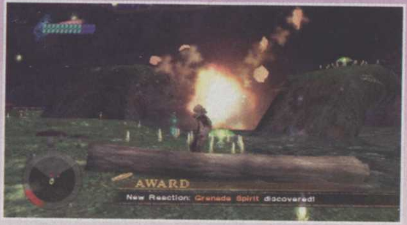
If you feed the cluster six items and cause it to burst, you get the "Food Fighter" medal.

If you defeat a cluster without feeding it a single item, it releases a smaller version of itself called a pineapple, which is essentially a little grenade.

268: STILL HUNGRY

If you destroy a cluster without feeding it any items, it releases a pineapple, and you get the "Still Hungry" medal.


AWARD

New Reaction: Grenade Spirit discovered!

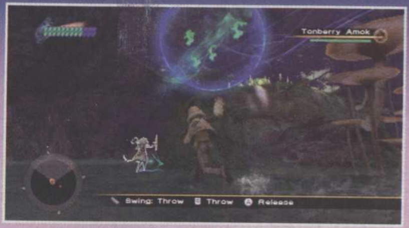
The easiest way to defeat a pineapple (and potentially cause it to take out other nearby enemies) is to lock on to it and swing the Wii Remote sideways to pull its pin and cause it to explode. Be sure to dodge roll out of the blast radius!

238 & 228: GRENADE SPIRIT AND MISFIRE

Pulling a pineapple's pin and causing it to blow up earns you the "Grenade Spirit" medal.

Defeating a pineapple without causing it to explode (i.e., by stabbing it with a tonberry, burning it with trickface flames, hurling rocks at it, etc.) earns you the "Misfire" medal.

The final—and in some ways, most annoying—enemy type in the Moogle Woods Station is the tonberry amok, which does not appear on your radar. The tonberry amok sends an invincible cursed spike after you, which attempts to impale you and inflicts severe damage on a successful hit.



The best way to defeat a tonberry amok is to grab the cursed spike and run in the direction that it points. The cursed spike acts as a compass, pointing in the direction of the tonberry amok that controls it. Hurl the cursed spike at the tonberry amok to destroy both of them.

269, 289 & 299: NAIL THE FOE, INVISIBLE ASSASSIN AND EVERYONE'S GRUDGE

If you have health to spare, let the cursed spike impale Layle so he gets a purple cloud over his head. Take a picture to earn the medal "Everyone's Grudge."

Grabbing the cursed spike forces it to point out the tonberry amok, earning you the "Nail the Foe" medal.

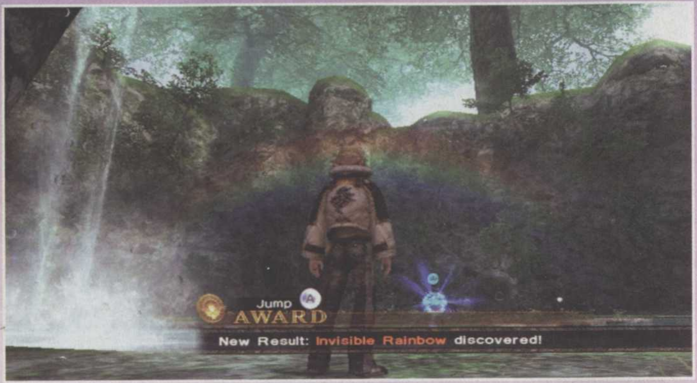
Impaling a tonberry amok with its own cursed spike gets you the "Invisible Assassin" medal.

Your general strategy for clearing this campaign should be to destroy the tonberry amok first in order to get the cursed spike out of the picture. After that, use the tonberries to dispatch the trickfaces and throw objects at the clusters to release the pineapples, which you should detonate for area-effect damage.

248: MOOGLE WOODS CAMPAIGN

Earn this medal (and a Myrrh Fragment) by defeating all of the enemies in the Moogle Woods Station and closing the Miasma Stream.

From the ground level of Moogle Woods Station, you can descend a vine that takes you down to the Silent Spring, a placid pond fed by a pair of waterfalls.



New Result: Invisible Rainbow discovered!

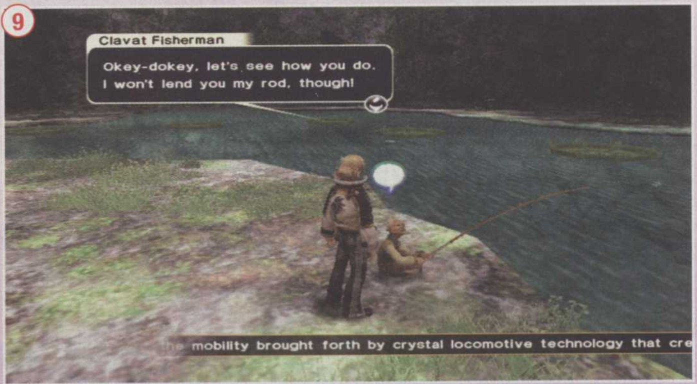
190: INVISIBLE RAINBOW

The light refracting through the waterfall spray creates a rainbow that hovers above the Silent Spring. Center your view on the rainbow and leave it there for a few seconds to earn this medal.

Leave and re-enter the area (or complete a combat cycle) to be able to view the rainbow again; seven views earns you the gold version of the medal.

In the central island in the Silent Spring, you encounter a Clavat Fisherman who fishes in the open waters of the area. Speak to him if you'd like to fish as well; the controls and strategies are the same as any other fishing hole.

9



Clavat Fisherman

Okey-dokey, let's see how you do. I won't lend you my rod, though!

mobility brought forth by crystal locomotive technology that

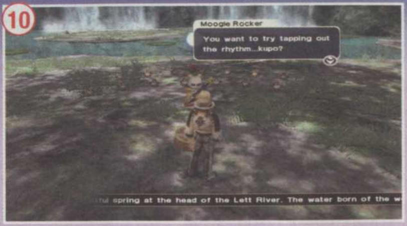
209 & 210: FOUNTAIN FISHING AND FOUNTAIN RARE CATCH

Catching even one fish in the Silent Spring earns you the "Fountain Fishing" medal.

Catching a rare fish in the Silent Spring earns you the "Fountain Rare Catch" medal.

A moogle rocker who leads a frog chorus is also present during the non-combat phase of the Silent Spring. Speak to him to attempt to create a croaking composition of your own. Pointing to a frog causes it to "sing" its note. When you are finished, press Z to hear your composition croaked back.

10



Moogle Rocker

You want to try tapping out the rhythm...kupo?

spring at the head of the Lett River. The water born of the

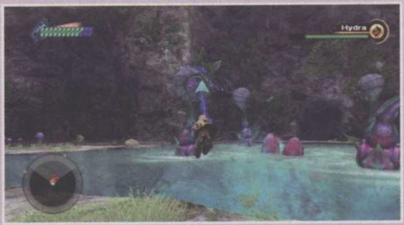
200: FROG CHORUS

Leading the frog chorus in a song—no matter how well composed—earns you this medal. Lead ten frog concerts to improve it to the gold version.

During the combat phase, there are three types of enemies. The first are sahagin, which you should be well acquainted with by now; the strategy for fighting them has not changed.

The second enemy type is a bloomer, which you should remember from your first visit to the Forgotten Forest. Again, use the same strategies you used against them previously, and you should have no trouble eliminating them.

The third enemy is the massive hydra, which is represented with five dots on the radar—one for each of its four tentacles, and one for its main body, which lies submerged. The hydra lobs water bombs at you from its tentacles; they're fairly easy to avoid.

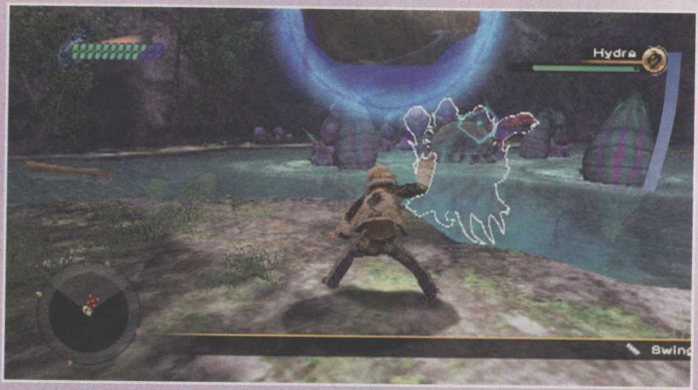


To defeat the hydra, you must first force its main body to surface by destroying the four tentacles. The best way to do this is to lock onto a tentacle and swing the Wii Remote up to leap toward the tentacle and smash it.

234, 244, 254, & 264: PREPARE TO SURFACE, UP PERISCOPE, RELEASE BALLAST, AND HYDRA SURFACING

Destroying each of the hydra's four tentacles awards you one of these medals. When all four tentacles are destroyed, the hydra's main body surfaces.

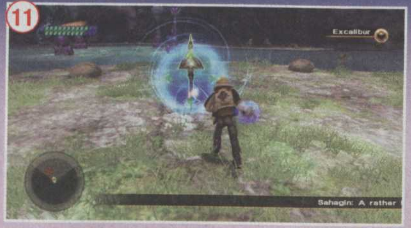
Once the hydra has surfaced, you can either throw objects into its mouth until it sinks and drowns, or you can attack it directly.



131 & 274: TONGUE BITER AND HYDRA SINKING

When the hydra has surfaced, you can earn a couple of medals from it. Lock on to its mouth and swing the Wii Remote upward to open its mouth and yank its tongue out, then force it to bite its tongue. This earns you the "Tongue Biter" medal.

Filling the hydra's open mouth with thrown objects and causing it to sink to the bottom of the Silent Spring earns you the "Hydra Sinking" medal.



The best strategy for completing this campaign quickly is to be on the center island when the phase shift occurs. There, you can pick up an Excalibur sword, which you can hurl at any enemy to destroy it in a single blow. Excalibur reappears in its original position a few seconds after you throw it.

243: SILENT SPRING CAMPAIGN

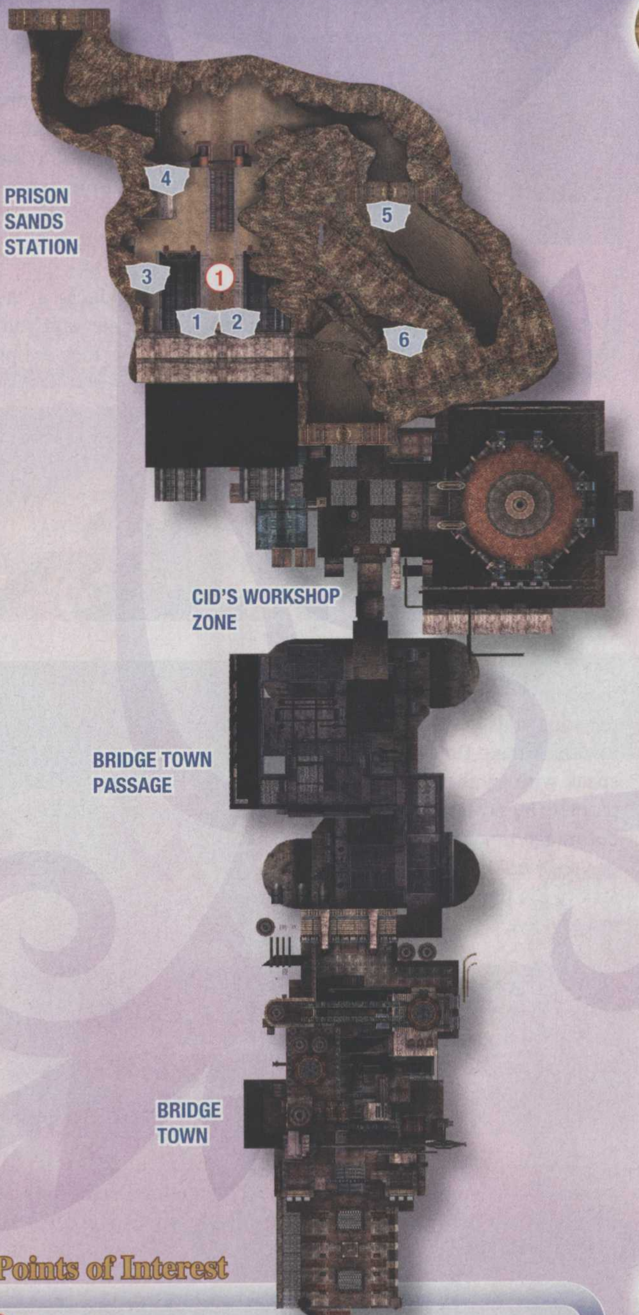
Defeating every enemy in the Silent Spring and shutting down the Miasma Stream earns you this medal.

Once you have explored the Moogle Woods Station and the Silent Spring to your satisfaction, board the Selkie Train from the treetop level of the Moogle Woods Station and ride it to the Prison Sands Station.

221: FAREWELL, FOREST SCENTS

Boarding the Selkie Train at the Moogle Woods Station earns you this medal.

PRISON SANDS STATION


PRISON SANDS STATION
4
5
3
1
1
2
6
CID'S WORKSHOP ZONE
BRIDGE TOWN PASSAGE
BRIDGE TOWN

Points of Interest

① Selkie Train Platform

Treasure Chest Rewards

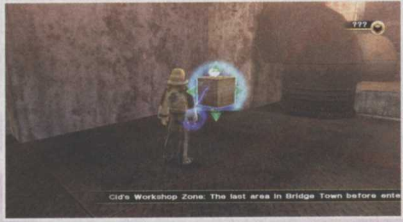
1	Gil	4	Capsule Toy
2	Gil	5	Gil
3	Gil	6	Gil

Medals Available for the First Time

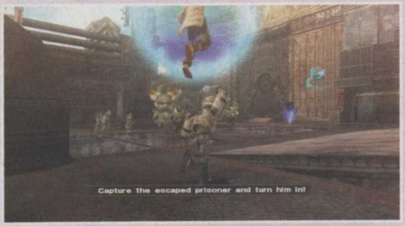
137: My First Artwork
153: Citizen's Duty
249: Farewell, Golden Sands
284: My First Board Game

Upon arriving at the Prison Sands Station, exit the area and proceed to the desert path toward Cid's Workshop Zone. Enter Cid's workshop to speak with him about figuring out a way to sneak into the palace.

After speaking with Cid, you can head straight back to the Prison Sands Station and board the Selkie Train for Grassland Station, or you can have a little fun with some prisoners who have escaped from the Prison Sands Aerial Prison.


???
Cid's Workshop Zone: The last area in Bridge Town before ente

The first escaped prisoner is hiding under a box somewhere in Cid's Workshop Zone. Lift the box off of him to reveal and speak to him.


Capture the escaped prisoner and turn him in!

You can pick him up and carry him to the door to the Prison Sands Station or Bridge Town Passage, thus helping him escape. This eventually leads to you getting a letter from him via Moogle Mail that contains a valuable Board Game in it.

284: MY FIRST BOARD GAME

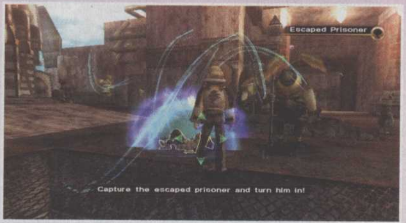
Helping the prisoner escape and getting his thank you letter with the Board Game in it earns you this medal.

You can also throw the escaped prisoner out in front of the guards and have him arrested. The prison moogles pick him up and carry him back to the Prison Sands. You eventually get a thank you letter from the authorities via Moogle Mail, and it contains Artwork.

137 & 153: MY FIRST ARTWORK AND CITIZEN'S DUTY

Helping the guards recover the escaped prisoner earns you the "Citizen's Duty" medal. When you receive your thank you note via Moogle Mail, the enclosed Artwork earns you the "My First Artwork" medal.

When you are ready to proceed, board the Selkie Train and head for Grassland Station.



Capture the escaped prisoner and turn him in!

249: FAREWELL, GOLDEN SANDS

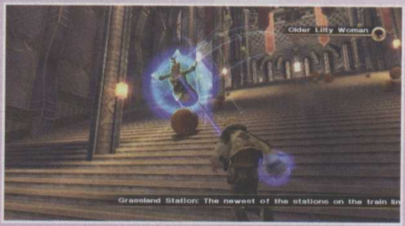
Boarding the Selkie Train at the Prison Sands Station earns you this medal.

INFILTRATING THE PALACE

Medals Available for the First Time

- 097: Hero Trial: Stairs
- 261: Dance Hero
- 262: Quickstep Master
- 271: Tango Master
- 272: Waltz Master

If this is your first trip back to Grassland Station since you departed on the newly rebuilt Selkie Train, an Older Lilty Woman rolls down the platform stairs toward you, balanced precariously on a giant squash. Lock on to her and lift her straight up to rescue her.

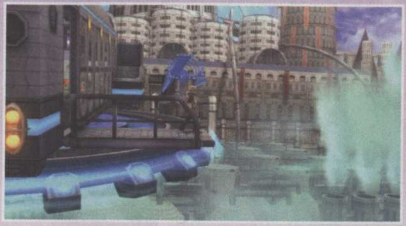


Grassland Station: The newest of the stations on the train lin

097: HERO TRIAL: STAIRS

Rescuing the woman on the Grassland Station stairs earns you this medal.

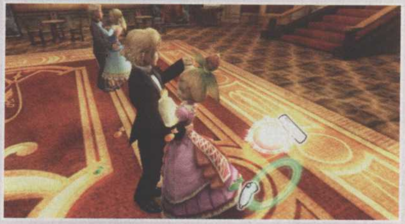
Enter Alfitaria Capital City and proceed to the Shuttle Central Platform, as you've done many times in the past. This time, there's only one destination available, and that's the Commerce Tower.



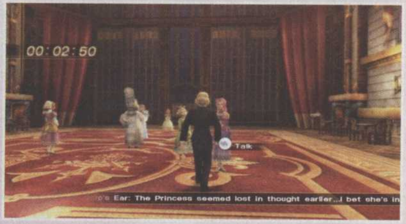
However, Layle has other plans for the ride. He leaps out as the shuttle passes above the junkyard and sneaks into the palace tower from there.

Layle arrives just in time to see Princess Althea introduced at the royal ball. He is at the opposite end of the ballroom from her, and you must move him closer to Althea by dancing to the songs as they are played.

Two lines of notes scroll across the bottom of the screen. Swing the Wii Remote or Nunchuk as the notes pass through the circle under the controller's icon.



The better you dance, the more time you have after the song ends to move toward Althea. Be sure to speak with another dance partner (by pressing Ⓐ) before the timer runs out, or you'll be sent back to a spot in the line where you last danced.



Ear: The Princess seemed lost in thought earlier...I bet she's in

261, 262, 271, & 272: DANCE HERO, QUICKSTEP MASTER, TANGO MASTER, AND WALTZ MASTER

Performing either the Clavat Step, the Selkie Tango, or the Lilty Waltz perfectly earns you the respective medal. Performing all three variations of the three dances flawlessly nets you the "Dance Hero" medal.

Approach Althea to advance the story. Layle and Althea share a conversation on the balcony. Jegran interrupts them, and Layle makes a quick exit, after assuring the princess that he will take care of everything.

PRISON BREAK-IN

Points of Interest

① Start Point
② Leap from Sentry Drone
③ Leap across Sentry Drones
④ Leap across Sentry Drones
⑤ Drop down to Platform
⑥ Climb Pole
⑦ Leap across Sentry Drones and Pipes
⑧ Slide down Pipe

Enemies

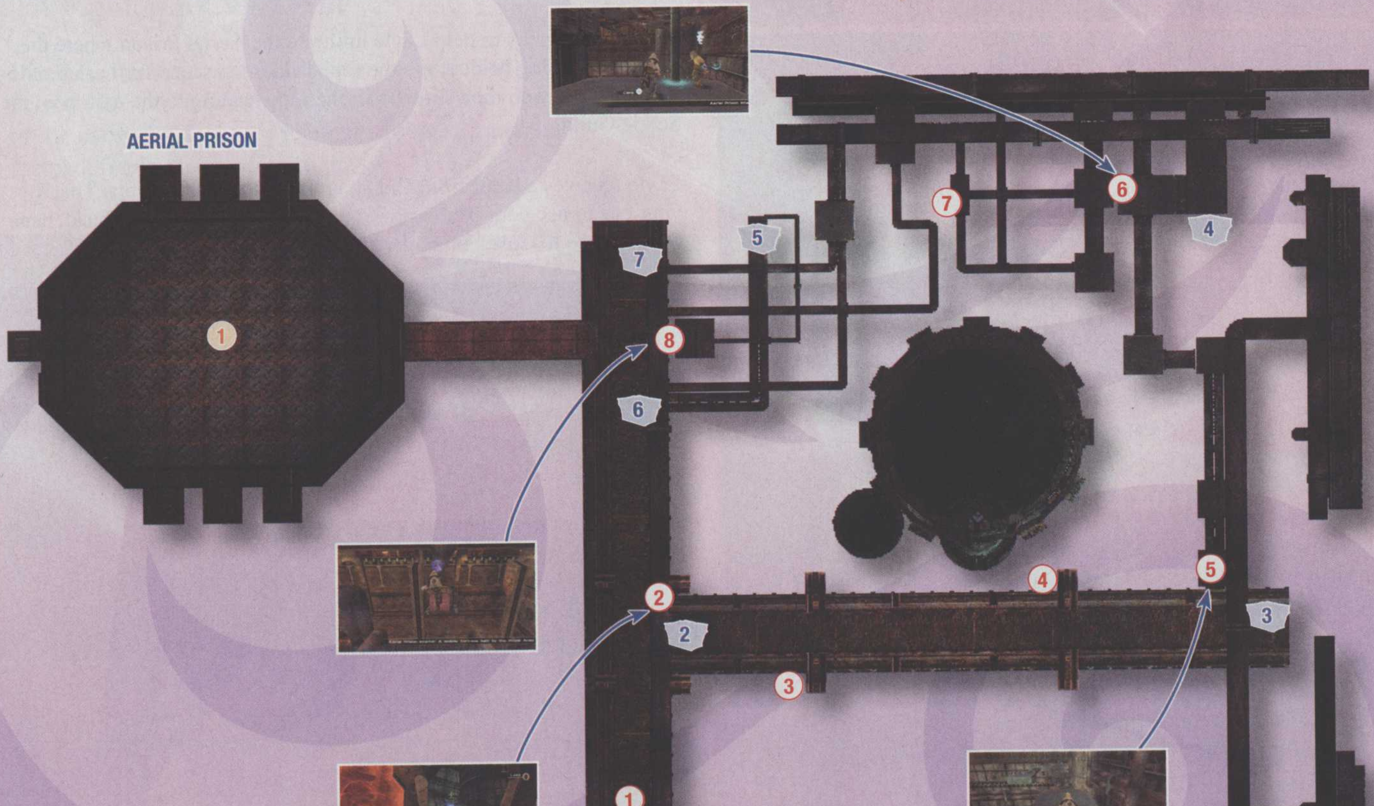
① Crystal Armors (x2), Commander Crystal Armor

Treasure Chest Rewards

1	Gil
2	Gil
3	Gil
4	Gil
5	Gil
6	Gil
7	Gil

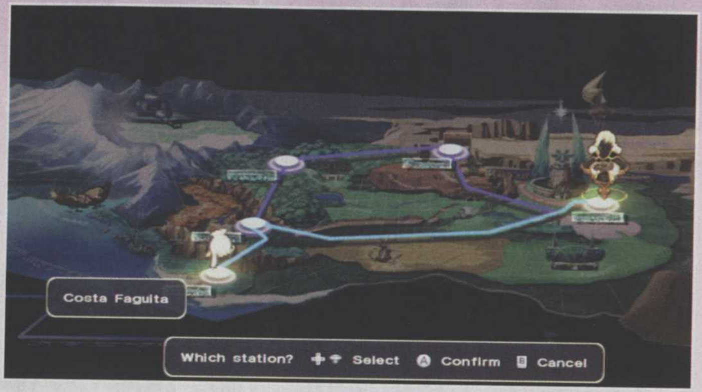
Medals Available for the First Time

062: Forbidden Falls Flags
292: My Cannon
301: Crystal Armor
302: Scrapper
303: My Shield Generator
304: My Auto-Repair Device
311: Crane Collapse
312: Special Forces Dude
313: Compulsory Disarmament
314: Emergency Escape Pod
321: Ultra Rescue

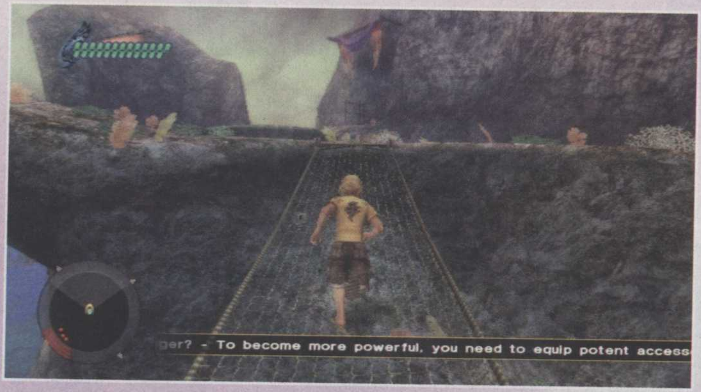


Layle and Keiss witness the Royal Guard being mobilized in the Queen's Garden. They are rounding up all of the Selkies and shipping them off to the Aerial Prison. Layle receives a message from Cid, asking him to go to the Selkie Guild and see what is going on.

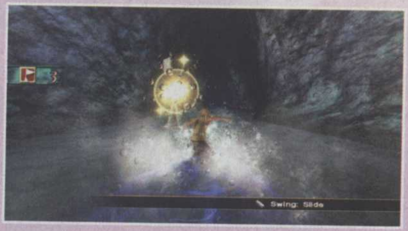
Board the Selkie Train at Grassland Station and take it to Costa Faguita, which is practically a ghost town, with nary a Selkie in sight.



From Costa Faguita, go through the cave to Hush-hush Pond and continue on into High Tide Cove. Cross the islands to reach the previously inaccessible cliff that has a cave entrance with a purple banner fluttering over it.



ger? - To become more powerful, you need to equip potent access

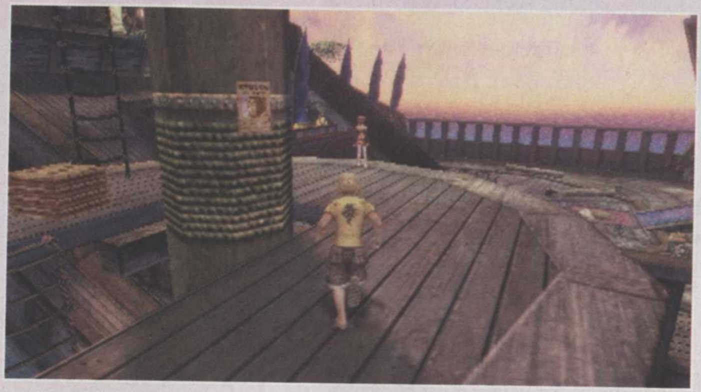


Enter this cave to reach a different section of the Covenant Falls than the one you explored previously, the Forbidden Falls. Jump into the falls and surf down them, hitting as many white flags as possible on the way. The more flags you hit consecutively, the higher your score multiplier increases.

062: FORBIDDEN FALLS FLAGS

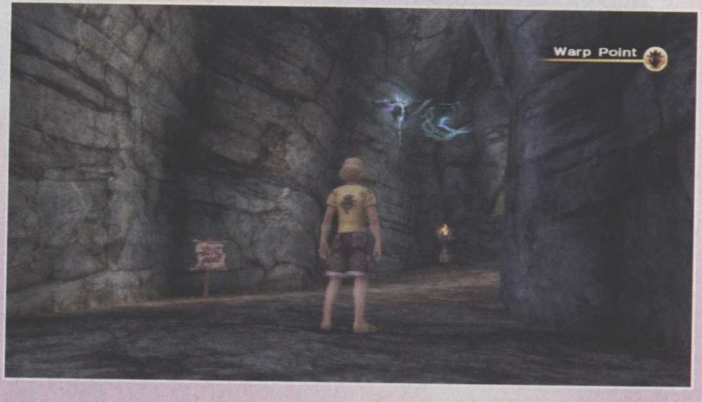
Scoring at least 300 points in the Forbidden Falls earns you this medal. Score 1000 or more to get the gold!

Once again, the Forbidden Falls spit you out at the entrance to the Selkie Guild. Cross the rope bridges to reach Belle, who stands on a lookout post near the Selkie ship. Approach her to begin a conversation between Belle and Layle.



Once Belle agrees to help Layle infiltrate the Aerial Prison where the Selkies are being held, climb the rope ladder to ascend further up onto the lookout tower, then slide down the rope leading to the exit from the Selkie Guild.

Layle receives a letter from Cid about the Yuke Warp Points. That's your cue to use your bearer powers on the Warp Point just ahead, near the entrance to Covenant Falls.

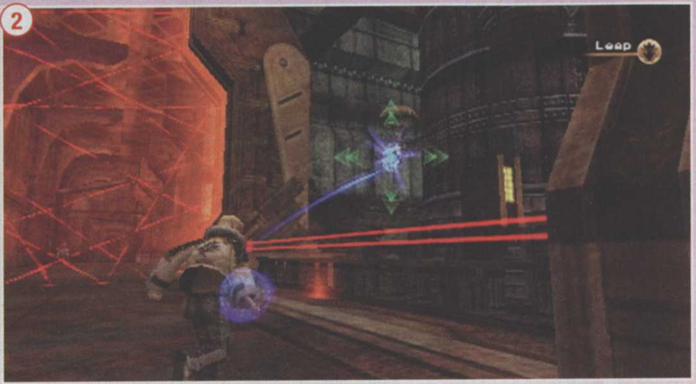


Layle warps to Amidatelion's home. Following their conversation, Amidatelion warps Layle into the Aerial Prison, and the Selkie jailbreak begins.

AERIAL PRISON

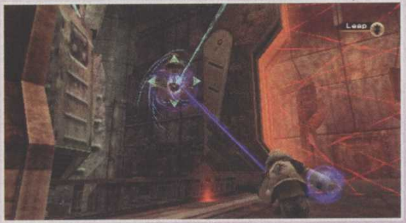
Layle arrives in the Aerial Prison to find that Belle has been arrested, so she could assist him with the jailbreak. After their conversation, you must figure out a way to get to the Selkies' holding cell.

Start by locking on to a nearby floating sentry drone and using it to leap down to the lower catwalk.



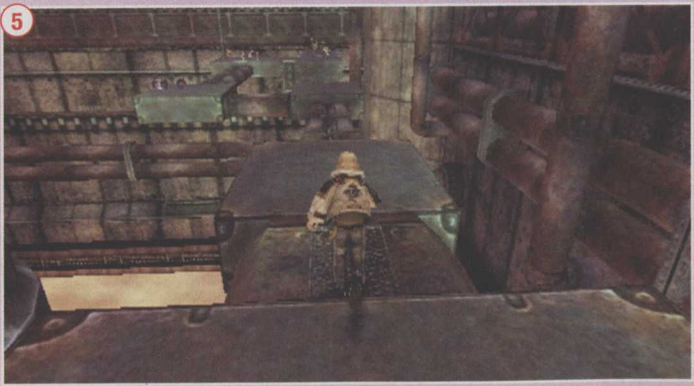
A Fight You Can't Win

Don't bother fighting any of the enemies in the Aerial Prison. You can't defeat them, and if you hurl them off of the catwalks, they just reappear a few seconds later. Instead, focus on avoiding them.



To get past the two walls of red lasers, look for the lines of sentry drones on either side of the lower catwalk. Swing along each set of drones to reach the far end of the lower catwalk.

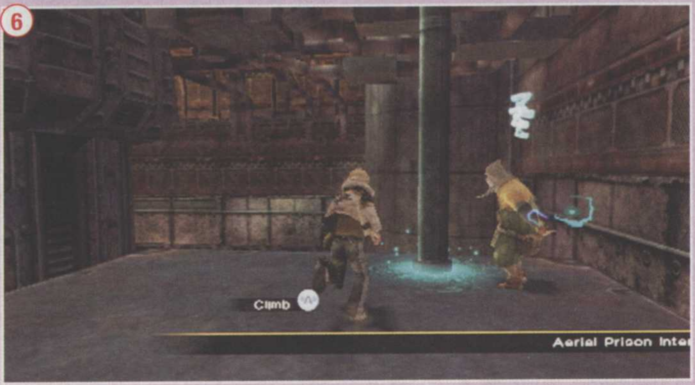
Drop down to a small gray platform below the far end of the lower catwalk and run along it until you reach the cluster of guards. Hurl them off of the narrow walkway as needed in order to proceed.



TREASURE!

There is a treasure chest on a floating platform near the guards. You can't jump to the chest, so grab it and pull it up to you to get some gil.

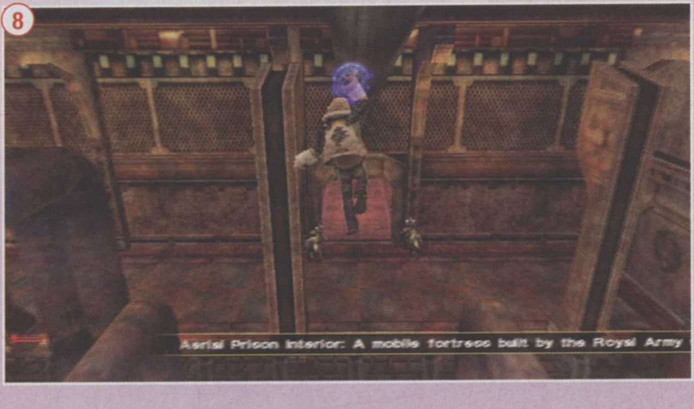
Climb a pole near a sleeping guard to reach the next section of the Aerial Prison, which is heavily guarded with sentry drones and royal guards. Don't try running across the narrow pipes; instead, swing from the sentry drones and the pipes to reach a floating platform and pull yourself up from there.



TREASURE!

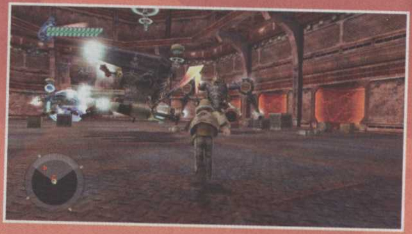
You can lock on to a narrow green pipe near this floating platform to pull yourself up to a larger pipe that has a treasure chest on it.

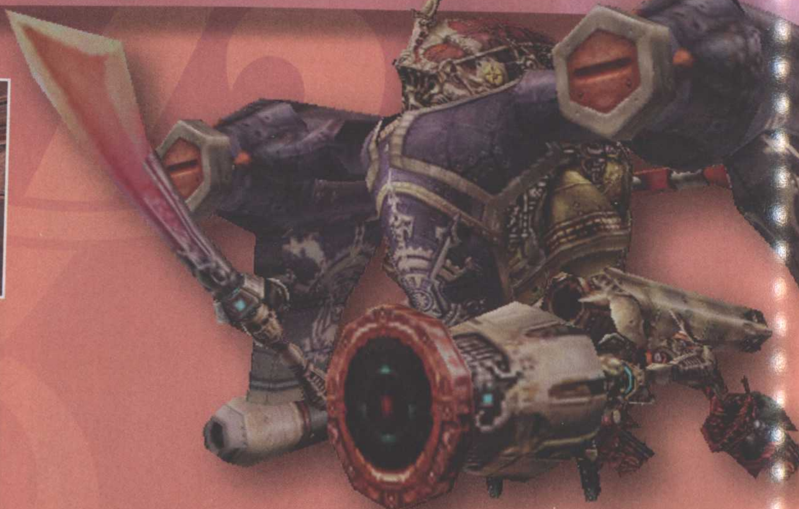
Slide down the pipe that leads to the doorway guarded by two royal guards to complete your scenic tour of the inside of the Aerial Prison. Open the nearby chests for some gil, then proceed through the doorway.


⑧
Aerial Prison Interior: A mobile fortress built by the Royal Army

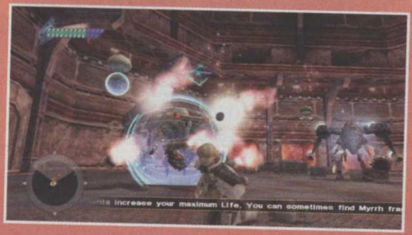
Boss Battle: Crystal Armors

Jegran enters the Selkie holding cell and starts transforming the Selkies into crystal shards with his powers. Layle has to rescue them, but first he must get past two crystal armors and a commander crystal armor.



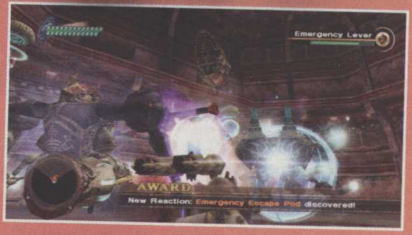


Each of the crystal armors attacks with a charge or its mounted cannon. To avoid either, stay in motion and be ready to dodge roll at a moment's notice.


...nts increase your maximum Life. You can sometimes find Myrrh fra...

The key to defeating each crystal armor is the lever on its back. Lock on to it and swing the Wii Remote up to engage the crystal armor's thrusters, potentially sending it crashing into a wall or its allies.

Yanking a downed crystal armor's lever up causes a crystal armor to eject its pilot, which effectively renders the crystal armor useless.

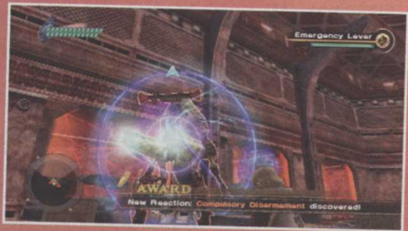


New Reaction: Emergency Escape Pod discovered!

312: Special Forces Dude

Pulling a crystal armor's lever and forcing it to smash into a wall earns you this medal.

Once a crystal armor is down, you can yank its lever again to produce a variety of effects, depending on the direction you yank it. If you yank the lever down, the crystal armor or commander crystal armor's armor plating falls off, leaving it vulnerable to assault.



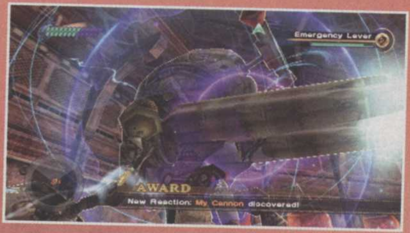
New Reaction: Compulsory Disarmament discovered!

313: Compulsory Disarmament

Removing a crystal armor's armor plating earns you this medal.

314: Emergency Escape Pod

Forcing a crystal armor's pilot to eject earns you this medal.



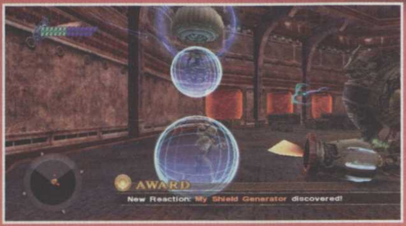
New Reaction: My Cannon discovered!

This technique produces a slightly different result for a commander crystal armor—instead of ejecting the pilot, it removes the enemy's cannon; a second pull is what ejects the pilot. Once the cannon has been removed, you can pick it up and use it against the other crystal armors.

292: My Cannon

Removing a commander crystal armor's cannon earns you this medal.

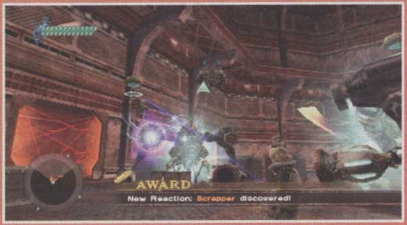
The cannon isn't the only part of a crystal armor that you can rip off and use to your own advantage. crystal armors either have a shield generator or auto-repair device floating overhead.


AWARD
New Reaction: My Shield Generator discovered!

Grabbing and stealing these allows you to benefit from their abilities. Holding a shield generator prevents you from taking any damage until you drop or throw it, and holding an auto-repair device regenerates your Life while you hold it.

303 & 304: My Shield Generator and My Auto-Repair Device

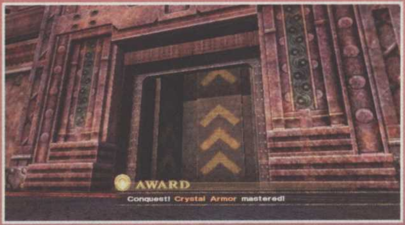
Removing a shield generator or auto-repair device from a crystal armor earns you the corresponding medal.


AWARD
New Reaction: Scrapper discovered!

You can also damage a crystal armor while it's down by locking on to the armor itself and swinging the Wii Remote up. You'll pull off bits of the crystal armor, and earn yourself a medal for doing so.

302: Scrapper

Yank off parts of a crystal armor's inner workings to earn this medal.


AWARD
Conquest! Crystal Armor mastered!

Once you defeat one of the crystal armors, the elevator to the Selkies' holding cell opens. You can either dash through it and continue your quest, or you can defeat the remaining crystal armors and earn the medals and items for doing so.

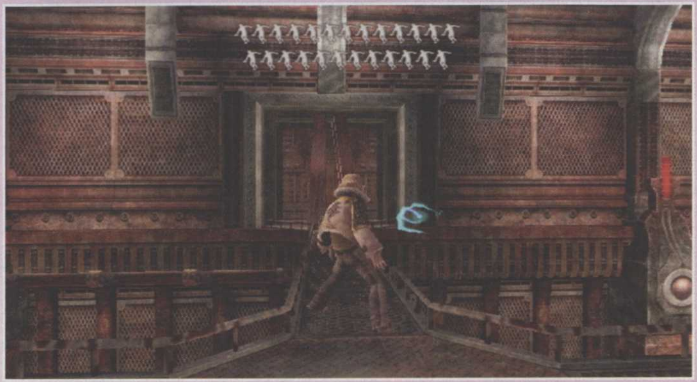
301: Crystal Armor

Defeating your first crystal armor earns you this medal.

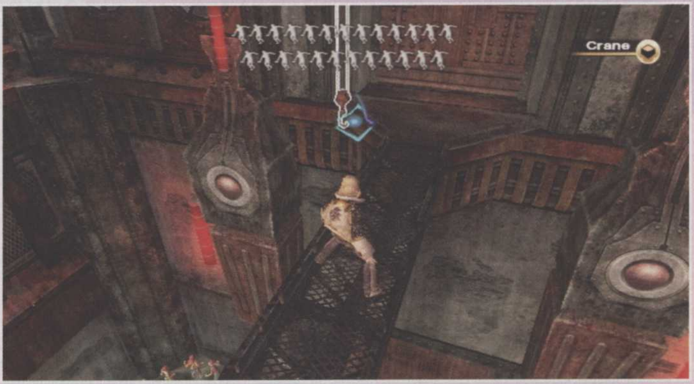
Save the Selkies

Use the elevator to reach the Selkie holding cell, where Jegran stalks 25 Selkies, using his crystal touch to transform any he touches.

Selkie icons appear at the top of the screen. White icons represent Selkies that are still in danger from Jegran. Solid blue ones are Selkies who have escaped. Red Selkies have been transformed and are no longer able to be rescued.



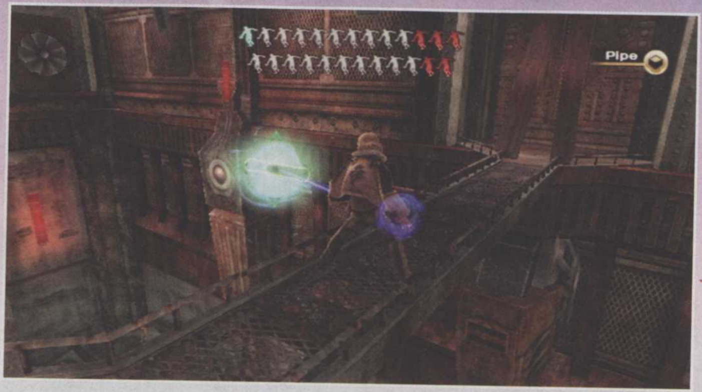
Start by running to the right on the catwalks so that you can grab the small crane at the far end with the giant door. Lock on to it and swing the Wii Remote down to use it as a makeshift escape route for the Selkies.



311: Crane Collapse

Collapsing the crane so that the Selkies can use it to escape Jegran's deadly touch earns you this medal.

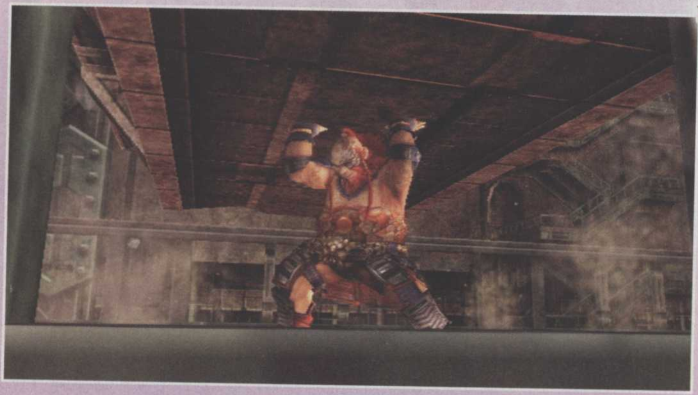
Next, start locking on to everything that you can grab from the catwalks and hurl it down at Jegran. You can't hurt him, but the debris slows him down and gives the Selkies time to escape.



Everything That's Not Nailed Down

The fastest way to figure out what you can throw is to hold down B while moving the cursor around the area. If you lock on to an object, or if you get a message saying that the target is out of range, that's an object that you can use against Jegran.

Once every Selkie has either been crystallized or has escaped, Layle, Keiss, Amidatelion, Vaigali, and Belle face off against Jegran.



321: ULTRA RESCUE

Saving every one of the 25 Selkies is almost impossible, but you earn this medal if you can pull it off.

RETURN TO THE CRYSTAL CHAMBER

During the battle, the Aerial Prison crashes into the Prison Sands, stranding the allies in the Lilty Kingdom's desert prison wasteland.

As Keiss and Belle head out for Alfitaria Capital City to report back to Althea, Layle resolves to return to the Subterranean Ruins to rendezvous with Amidatelion.

PRISON SANDS

Points of Interest

① Yuke Warp Point
② Emblem Emporium
③ To Prison Sands Station

Enemies

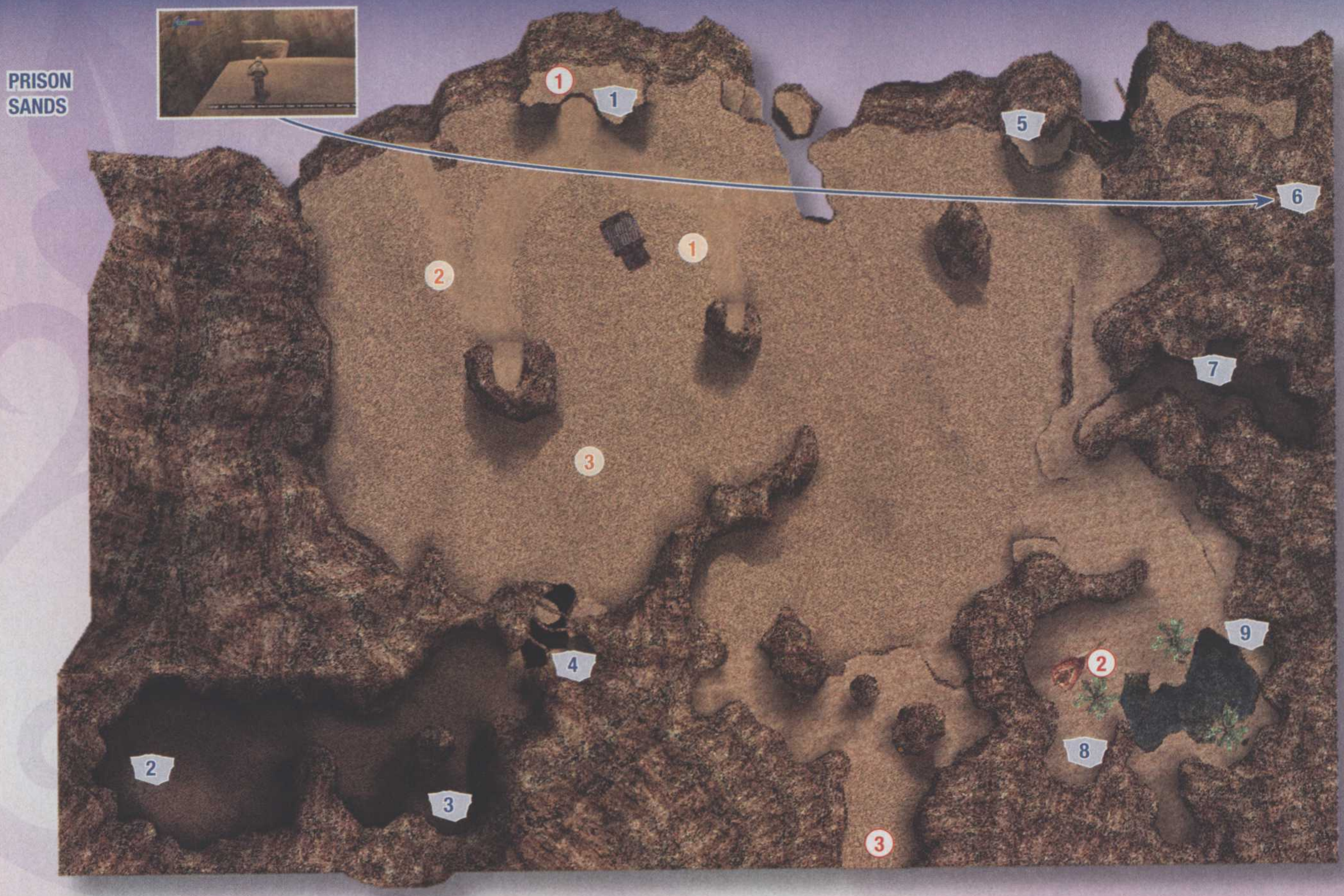
① Sand Sharks (x2), Cactuars (x2)
② Cactuars (x2)
③ Sand Shark, Cactuars (x2)

Treasure Chest Rewards

1 Gil
2 Holy Relic
3 Buried Treasure
4 Gil
5 Gil
6 Myrrh Fragment
7 Antique
8 Tableware
9 Tasty Tidbit

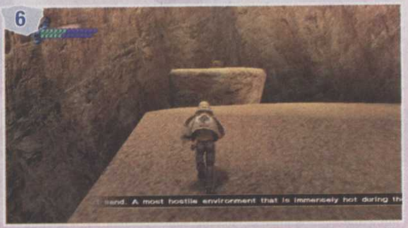
Medals Available for the First Time

143: Greening Campaign
229: Desert Fishing
239: Prison Sands Campaign
281: Prison Sands Campaign II



Sand. A most hostile environment that is immensely hot during th

There are a number of valuable treasures to acquire here in the Prison Sands, including a Myrrh Fragment (see map), so you might want to postpone your quest just long enough to collect them.



Sand. A most hostile environment that is immensely hot during th

Swing: Throw

During the combat phase, there are only two enemy types to deal with. The first are the relatively weak cactuars, which you can easily grab and send cartwheeling with a wave of the Wii Remote. You can also pick up stunned cactuars and press B to fire their needles in the direction that you're facing.

143: GREENING CAMPAIGN

If you hit a cactuar with a water jug or any other object that contains water, the cactuar swells up, and you get this medal.

Far more dangerous and difficult to fight are the sand sharks that plow through the desert's surface as they pursue you. You can lock on to them, but you can't pull them up until they leap into the air like sahagins—and they dive into the sand and break your lock just before they jump.

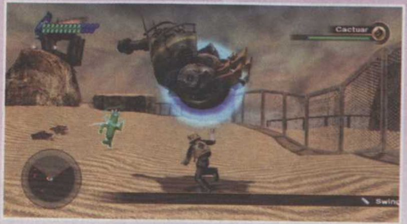
...ssories. Accessories are sold at jewelry shops, but you can a...

When you see a sand shark dive into the sand, hold down B and aim the cursor just above where you last saw the sand shark. If you're close enough and your Focus gives you a fast enough lock, you can snag the sand shark in midair and hurl it into a rock formation or other enemy to damage it severely.

229: DESERT FISHING

Hooking the sand shark on its leap out of the sand—not its descent back into it—earns you this medal.

The best place to fight the sand sharks is the open gate in the wire mesh fence that divides the two halves of the Prison Sands. The sand sharks can't cross into the other half, but they leap around in this spot, which makes it relatively easy to grab them if you can lure them over there.



Also, there's a crystal bike near the gate that makes for a formidable weapon. Hurl it at any enemy to destroy that enemy with one shot, as well as any others that are unlucky enough to be within the crystal bike's blast radius. Even better, the crystal bike reappears a few seconds after being detonated, so you can throw it again.

239: PRISON SANDS CAMPAIGN

Eliminating all of the enemies and closing the Miasma Stream earns you a Myrrh Fragment and this medal.

Since you're not technically a prisoner, you can just walk straight out through the exit to the Prison Sands Station. You can also use the Yuke Warp Point to exit this area during a non-combat phase.

THE CRYSTAL CHAMBER

To meet up with Amidatelion and continue on your quest, you must return to the Old Lett Aqueduct and enter the Crystal Chamber via the same passageway that you exited during your initial visit.

Swing Dash
Dig

The fastest way to get back to the Crystal Chamber is to use the Yuke Warp Point in the Prison Sands. Once you arrive at the Edge of Oblivion, set the stream to "Lett Highlands" and jump in. Walk straight ahead and cross the bridge to the right. Drop into the dried out riverbed below the bridge to reach the Subterranean Ruins entrance.

Alternate Route

Alternatively, you can pass this entrance and head for the Chocobo Circuit's gates instead. Drop down to the floor of the Chocobo Circuit, and pass through the valley where the Miasma Stream can be found. On the other side of this mini-arena, climb the ledges on the left wall to enter through the same Cave in the Cliff as in the beginning of the game. It's a longer walk, as you'll need to pass back through the Subterranean Ruins to get to Amidatelion, but it gives you a chance at some extra medals and gil.

Use your powers on the entrance to activate it, and then jump carefully along the moving blocks to reach Amidatelion, who stands near the giant blue crystal in the center of the chamber.

at the subterranean ruins. Lilty guards on duty reported multiple

265, 315, 324, & 326: WHIRRING BLADES, DEMON WALL, CRYSTAL CHAMBER REVISITED, AND CAVE IN THE CLIFF CAMPAIGN II

If you enter through the Cave in the Cliff, you'll notice a few changes to the area, starting with a new save point where you earned the "First Battle" medal. Hang around this save spot for a while, and you'll get a crack at the second Cave in the Cliff campaign. It contains one of each goblin type: a normal goblin, a goblin warrior, a goblin hunter, a goblin healer, and a goblin samurai.

Start by angering the goblin samurai so he draws his sword. Stand near the goblin healer, around whom the goblins tend to congregate, then dive out of the way when the goblin samurai charges at you. If his blades hit any of his goblin comrades, you'll earn the "Whirring Blades" medal.

Continue to thrash the goblins by any means desired—use their weapons against them, throw them at each other, or even throw them back into the Miasma Stream. When the Miasma Stream is closed again, you will earn a Myrrh Fragment along with the "Cave in the Cliff Campaign II" medal.

TREASURE!

If you're going by way of the Cave in the Cliff, there are some new treasures awaiting you in the Subterranean Ruins.

After jumping across the first two platforms, you'll notice Artemicion is stalking the hallway, carrying something shiny in his paws. Follow him to one end of his path, and you'll notice a locked gate. Lock on to Artemicion and pull the Wii Remote downwards to discover that he was holding the key. Pick the key up and carry it back to the locked gate to reach a treasure chest containing 788 gil.

From this treasure chest, jump back to the main path, but don't head to the Crystal Chamber just yet! Instead, go back the way you came, pulling yourself up the nearby ledge. When you reach the gap in the floor, you'll notice there's a ledge with yet another treasure chest—open it up for a free Monster Buffet.

TREASURE! CONTINUED

Continue through the Subterranean Ruins, and stop at the long stairwell. Turn around to find yet another new treasure chest behind a now open gate, which contains a Keepsake.

Dropping down to Ghost City, you will again face the demon wall. If you can defeat it, any doors it has not yet passed will open, each containing a Warp Portal leading to a treasure chest. The prizes include a Myrrh Fragment, Myrrh Seedling, an Action Figure, a Teddy Bear, a Board Game and a Keepsake.

164, 277, 279, 284, 296, & 310: MY FIRST MONSTER BUFFET, MY FIRST MYRRH SEEDLING, MY FIRST KEEPSAKE, MY FIRST BOARD GAME, MY FIRST ACTION FIGURE, AND MY FIRST KEEPSAKE

Open all the new treasure chests in the Subterranean Ruins to find the otherwise hard to obtain Keepsake and Monster Buffet, earning their respective medals in the process.

Then, if you manage to beat out the demon wall fast enough in Ghost City, you can also earn the Myrrh Seedling, Action Figure, Teddy Bear, and Board Game along with their medals, as well as yet another Keepsake.

Layle and Amidatelion argue over the Yuke resurrection. However, before they can resolve their disagreement, Jegran arrives…

Layle exits the Crystal Chamber via Victory Monument Hill, where Jegran is relieved of command by Althea.

Later, at Cid's, Layle decides to return to Alfitaria Capital City to get Althea's Crystal Idol and complete the Yuke resurrection, as a favor owed to Amidatelion.

ENDGAME

Medals Available for the First Time

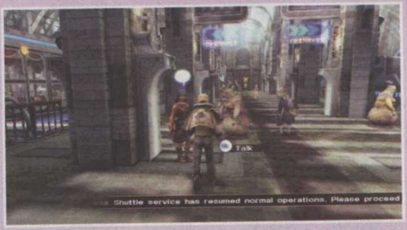
328: Bullet-Dodging Legend
329: Arms Destroyer
330: Capture Meister

Last Chance

The next time you enter Alfitaria Capital City, Keiss will be waiting at the Shuttle Central Platform. Speaking to him will trigger the final battle against Jegran. If you want to purchase or assemble any new accessories, do it before you speak with Keiss.

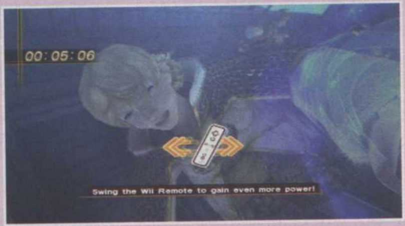
Double-check the medals that you've earned against the list in the Medalopedia of this guide. There are probably many others that you'll want to take a crack at before you finish the game.

Enter Alfitaria Capital City and go to the Shuttle Central Platform. If you're ready to proceed to the final battle with Jegran, speak to Keiss.



Shuttle service has resumed normal operations. Please proceed

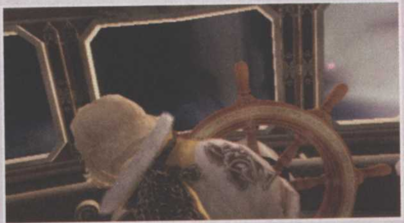
Jegran takes control of a battleship. The energy backlash knocks all crystal reactors offline and threatens the shuttle that Layle and Keiss are in.



Swing the Wii Remote to gain even more power!

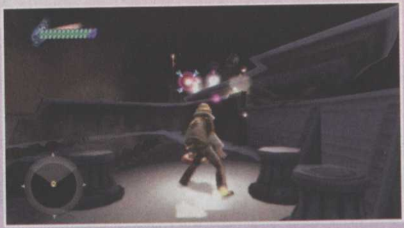
Follow the on-screen prompt to wave the Wii Remote back-and-forth as fast as you can to prevent the shuttle from crashing into the city.

Layle and Keiss meet up with Cid in the Airship Dock. Cid has the Alexis up and running, but she requires Layle's power to give her the final necessary boost.



Once the Alexis takes to the skies to confront Jegran, be ready to turn the wheel sharply to the left (with the Nunchuk Control Stick) to avoid Jegran's Crystal Cannon fire.

Board Jegran's vessel by locking on to the Alexis's figurehead and swinging over to Jegran's ship. Dodge his cannonfire with rolling dodges.



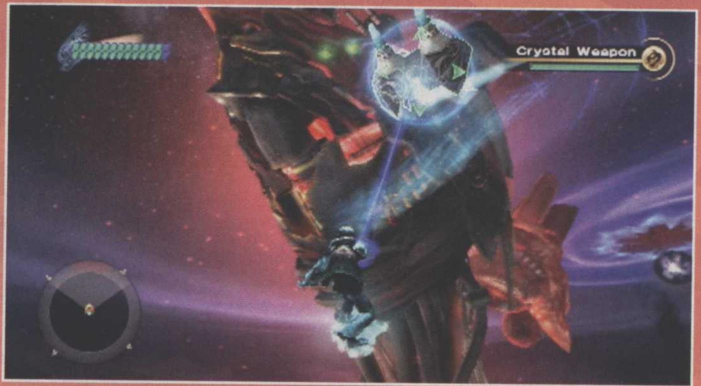
328: BULLET-DODGING LEGEND

Use your dodge roll effectively to avoid taking any fire from Jegran's ship, and you earn this medal.

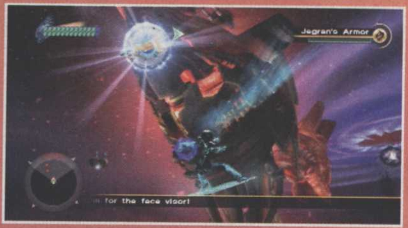
Jegran and Layle face off, and each powers up with their respective crystal bearer powers. The final battle has begun.

Boss Battle: JEGRAN (FINAL FORM)

In the first phase of this battle, you must first destroy the crystal weapons as they appear by locking on to them and waving the Wii Remote in any direction.



Once you dispatch the first wave, you must contend with a second wave while locking on to two parts of Jegran's armored visor and pulling them off.

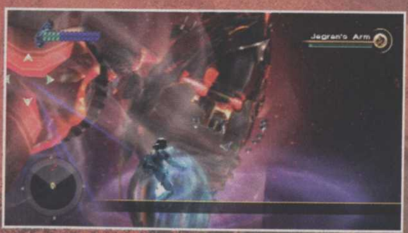


n for the face visor!

Leave One Flying

The important part of this phase of the battle is to attack Jegran's form, not to destroy as many crystal weapons as possible. Leave one crystal weapon undamaged in the second wave, because this prevents another complete wave from spawning; one crystal weapon does not pose much of a threat to you.

After you pull off both sections of Jegran's armor, the second phase of the battle begins (and the game autosaves). Jegran constructs a massive arm for himself that swipes at you and inflicts tremendous damage if it makes contact. To protect yourself, stay in motion and move across the screen whenever the arm begins to come down at you.

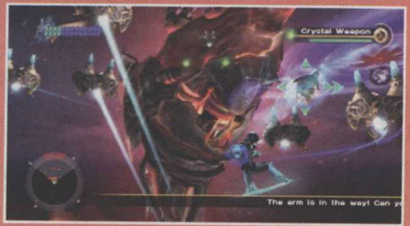


Lock on to any part of the arm and wave the Wii Remote in any direction to damage the arm. Every segment of the arm shares the same Life bar, so keep inflicting damage on any part of it.

329: ARMS DESTROYER

Destroying Jegran's arm for the first time earns you this medal.

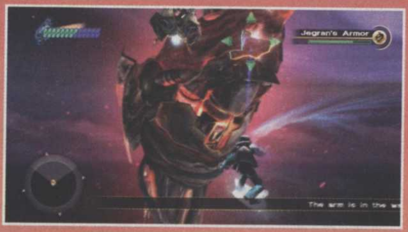
Once again, you have to contend with a wave of crystal weapons, but compared to the threat that the arm possesses, they're just about harmless. Don't worry about taking them out until the arm is destroyed.



The arm is in the way! Can y

Have a Heart

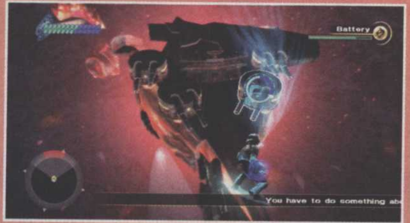
Keep an eye out for the green hearts that appear after you destroy crystal weapons. Move your cursor over them to pull them toward you and replenish your Life.



The arm is in the w

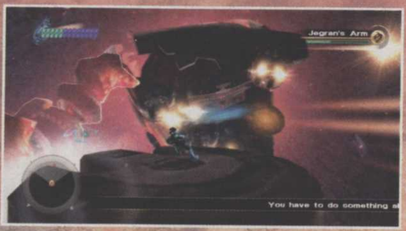
After you obliterate the arm and all of the crystal weapons except one, lock on to more shards of Jegran's armor and pull them off. Accomplishing this autosaves the game and takes you to the third phase of the battle.

Four cannon batteries open fire on you, and Jegran regenerates his arm. Move around to dodge their attacks, and focus on one cannon battery at a time. Lock on to it and swing the Wii Remote up to pull the battery off, and afterwards you can fire it with B.



You have to do something ab

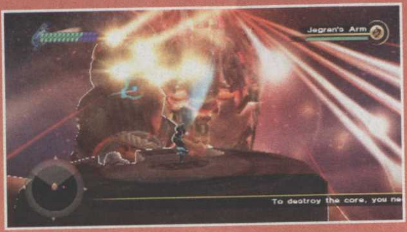
Aim your cursor at the arm and open fire. One or two cannon batteries should be enough to blow the arm off again. Once the arm is no longer a threat, continue capturing the batteries and firing them at the remaining batteries until they are all destroyed.



You have to do something a

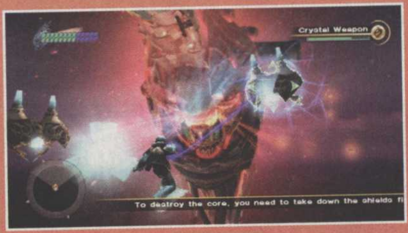
The game autosaves before the fourth and final phase of the battle. This time, Jegran throws everything he has at you: crystal weapons, a newly regenerated arm, and crystal cannon fire.

As before, the greatest threat is the arm, so focus on that first. There are two cannon batteries that you can pull off of the upper right and left "shoulders" of Jegran's final form. Use these batteries to take out the arm quickly.



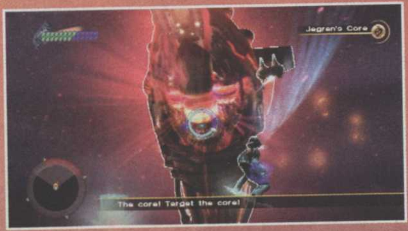
To destroy the core, you ne

Once the arm has been destroyed, focus on whittling down the numbers of the crystal weapons until there's only one remaining. At that point, just remain in motion as much as possible and start prying off parts of Jegran's armor.



To destroy the core, you need to take down the shields fi

The goal is to peel off enough of his armor that it exposes the core of Jegran's final form. As soon as the core is exposed, you can either continue removing bits of his armor, or you can lock on to the core and swing the Wii Remote up to finish Jegran once and for all.



The core! Target the core!

330: CAPTURE MEISTER

Removing all of Jegran's armor and weaponry awards you this medal.

Attacking his exposed core ends Jegran's threat once and for all. Congratulations!

Sit back and enjoy watching the epilogue and learn the final fates of Althea, Keiss, Belle… and, of course, Layle.

FINAL FANTASY
CRYSTAL CHRONICLES
THE CRYSTAL BEARERS

Thank you for playing.
Until we meet again!
Akawazu

Take Two?

After you complete the game once, you have the option to save your completed game. A medal appears next to the saved game file, indicating that you completed the first playthrough.

For more information on the differences between the first and second playthroughs, refer to the next chapter of this guide.

QUICK REFERENCE

This chapter is designed to give you some of the most useful and important information in the game, arranged in an easy-to-read format. You'll want to refer to it frequently during the course of the entire game.

However, this is not a comprehensive list of every side quest in the game! For that, you should refer to the medals chapter following this one.

MYRRH FRAGMENTS

There are a total of 40 Myrrh Fragments that you can collect during the game, each of which extends your Life meter by one. 34 of these are earned by completing campaigns, and six can be found hidden in treasure chests.

I'm electrified! - If your body is full of

CAMPAIGNS

Here are the 34 campaigns that you can complete; each rewards you with a medal and a Myrrh Fragment. For more information about each campaign, refer to the medals chapter.

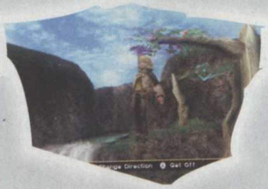
CAMPAIGNS

Campaign Name	Medal	Enemies
Aerial Prison Interior	323	Goblin warrior, goblin hunter, goblin healer, goblin samurai, Omega Slave
Cave In the Cliff Campaign	016	Goblin
Cave In the Cliff Campaign II	326	Goblin, goblin warrior, goblin hunter, goblin samurai, goblin healer
Cherry Checkpoint Campaign	118	flan, roller bug
Cherry Checkpoint Campaign II	298	Armor flan (flan princess), roller bug
Chocobo Circuit Campaign	135	Kyokotsu, trickface
Chocobo Circuit Campaign II	276	Bloodbones, lich, killer hound
Commoner's Graveyard Campaign	307	Tonberry, tonberry amok, tonberry queen, Tallow, goblin healer
Costa Faguita Campaign	088	Electric jellyfish, flan
Eastern Wildlands Campaign	037	Skeleton, killer hound
Eastern Wildlands Campaign II	121	Goblin warrior, goblin healer, malboro, cactuar
Forgotten Forest Campaign	049	roller bug, bloomer
Forgotten Forest Campaign II	128	roller bug, bloomer, malboro
Harvest Prairie Campaign	158	Iron giant, coeurl, helmet head
High Tide Cove Campaign	085	Sahagin, electric jellyfish
High Tide Cove Campaign II	081	Sahagin, ahriman
Holy Mountain Way Campaign	191	Goblin samurai
Holy Mountain Way Campaign II	162	Flan, tonberry
Lett Highlands Campaign	075	Goblin hunter, goblin warrior, bomb
Lett Highlands Campaign II	256	Goblin warrior, goblin samurai, goblin healer, goblin hunter, bomb
Moogle Woods Campaign	248	Tonberry amok, tonberry, trickface, cluster
Moogle Woods Campaign II	290	Tonberry amok, tonberry, tonberry queen, trickface, cluster
Pilgrim's Ice Cave Campaign	173	Ahriman, fenrir wolf, shadow beast
Pilgrim's Ice Cave Campaign II	203	Coeurl, sahagin
Prison Sands Campaign	239	Cactuar, sand shark
Prison Sands Campaign II	281	Jumbo cactuar, sand shark, death machine
Royal Library Campaign	235	Tonberry, tonberry amok, tallow, claytaur
Sea Grotto Campaign	220	Kyokotsu, electric jellyfish
Silent Spring Campaign	243	Sahagin, bloomer, hydra
Snowfields Campaign	194	King Behemoth, behemoth, goblin warrior, claymore
Snowfields Campaign II	251	Shadow beast, fenrir wolf, claymore, Lost Emperor
Victory Monument Hill Campaign	169	Bloodbones, shadow beast, bomb
Victory Monument Hill Campaign II	283	Bloodbones, shadow beast, bomb, death machine
Vineyard Campaign	263	Bloodbones, roller bug, goblin hunter, goblin healer

TREASURE CHESTS

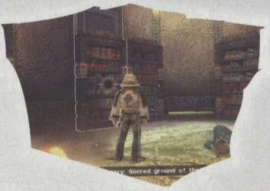
There are also six treasure chests that contain Myrrh Fragments. They are hidden in the following locations:

LETT HIGHLANDS



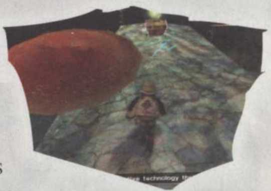
The first chest with a Myrrh Fragment that you encounter is near the top of the waterfall in the Lett Highlands. Immediately after crossing the bridge that leads to the Lett Aqueduct, climb up on the hill to your left and swing across two tree branches to reach it.

RIVELGAUGE MONASTERY



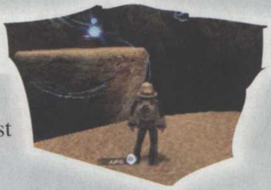
In the room where you first encounter Blaze, you can lock on to and move a bookcase along one of the walls to reveal a hidden passage. Go through that passage to find and open the treasure chest that contains the Myrrh Fragment.

MOOGLE WOODS STATION



The third Myrrh Fragment chest is perched precariously on one of the hard-to-reach tree branches in the middle of the Moogle Woods Station. Drop down onto it from the top of the tree, or use the forest vines to climb up to it.

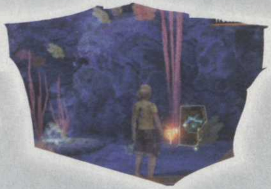
PRISON SANDS



Explore the Prison Sands area thoroughly to find the fourth Myrrh Fragment treasure chest in an out-of-the-way alcove.

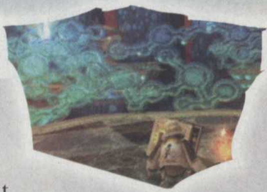
This is how to get it. Starting from the watchtower, face the Lilty Guard, and run towards the fence on the right behind the tower. Drop down and jump across the rocks to the other side. Follow the fence on your left to the mesa, then run around to the right side of the mesa. Above the fence you'll notice a log-like leap point. Lock on and shake the Wii Remote to swing across. Follow this path to an alcove where you'll find a lone chest. Throw it to break it open and claim your Myrrh Fragment.

SEA GROTTO



After gaining the ability to use warp portals, you can gain access to the Sea Grotto by following the messages that are shot out by the Costa Faguita geyser (see "The Secrets of the Sea Grotto" in the medals section for more details). Once inside the grotto, you can battle a pirate for his pirate treasure: a Myrrh Fragment.

GHOST CITY

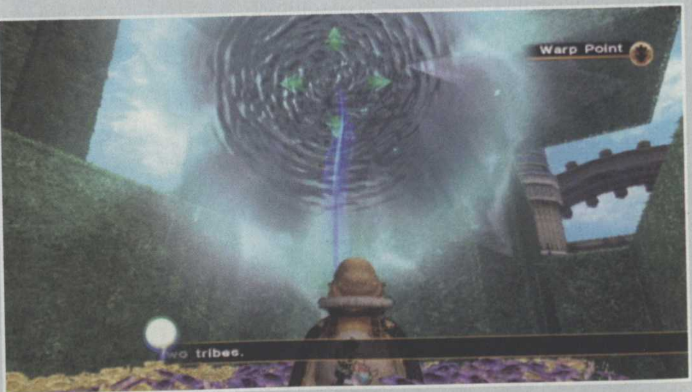


After receiving the letter about the second resurrection from Amidatelion, return to the Subterranean Ruins through the entrance that's just past the Chocobo Circuit battlefield. This gives you an opportunity to face the demon wall again, and this time, you can beat it. To get the Myrrh Fragment, you'll have to stop the demon wall before it can pass the very first row of doors. You can enter the door to the right (if you're facing the wall), where a warp portal leads you to the Myrrh Fragment. See "Shattering the Demon Wall" in the medals section for more details.

YUKE WARP POINTS

After you visit the Yuke Sky City for the first time, you can find and use Warp Points in the Lilty Kingdom. To use a Warp Point, lock on to it and shake the Wii Remote to open it, then repeat the process to leap through it.

Every Warp Point takes you back to a well in the Edge of Oblivion. Speak to the Well Guardian, then lock on to the surface of the well to select your destination (see sidebar). Only destinations that you have already visited are available for you to warp into.

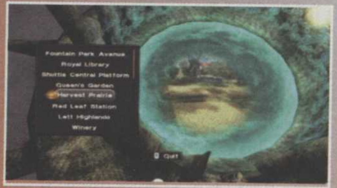


One-Way Warps

Note that not every area that you can warp to has a Warp Point in it, so you can't always count on being able to warp back to the Edge of Oblivion from the area you warp to.

WARP DESTINATIONS

Once you have visited each of the following areas, you can warp to it at any time from the well at the Edge of Oblivion:


Fountain Park Avenue
Royal Library
Shuttle Central Platform
Queen's Garden
Harvest Prairie
Red Leaf Station
Lett Highlands
Winery
Quit

Fountain Park Avenue

Royal Library

Shuttle Central Platform

Queen's Garden

Harvest Prairie

Red Leaf Station

Lett Highlands

Winery

Costa Faguita

Selkie Guild

Sea Grotto

Forgotten Forest

Moogle Woods Station

Snowfields

Commoner's Graveyard

Prison Sands

Cid's Workshop Zone

Aerial Prison Interior

Existence & Oblivion

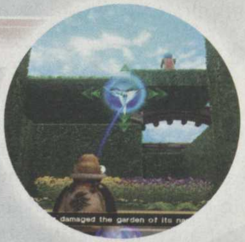
Yuke Sky City

Subterranean Ruins

Ghost City

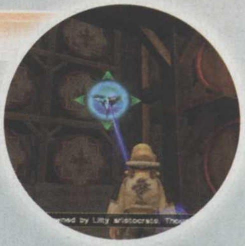
QUEEN'S GARDEN

The Queen's Garden Warp Point hovers above the flowerbed where the Hide-and-seek child is hiding. Entering from Grasslands Station, it is the flowerbed to the right.


damaged the garden of its n

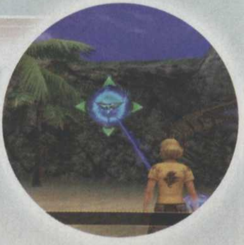
WINERY

Drop down to the ground floor of the Winery and look for the Warp Point hovering near the upper row of wine casks in the corner to the right of the Winery back door.


ned by Lilty aristocrats. Tho

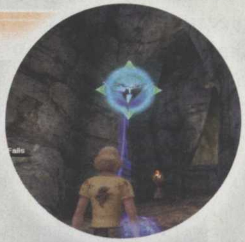
COSTA FAGUITA

The Costa Faguita Warp Point is in the isolated beach at the opposite end of the area from the passage into Hush-hush Pond.



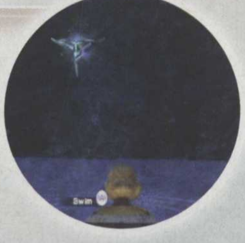
SELKIE GUILD

This Warp Point appears in the tunnel that you exit the Selkie Guild through on your way to High Tide Cove. It only appears while the Selkies are imprisoned by Jegran.



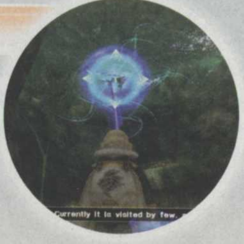
SEA GROTTO

If you can find your way into the Sea Grotto, you can exit through the Warp Point at the end of the watery side of the cave.

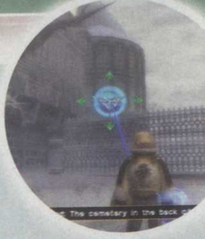


FORGOTTEN FOREST

As you proceed through the area from the Winery, the Warp Point is located after the second set of branches that you swing across, near the end of the Forgotten Forest.

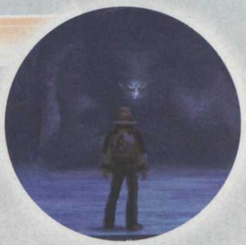

Currently it is visited by few.

COMMONER'S GRAVEYARD



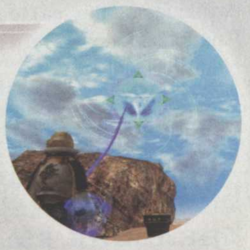
The Commoner's Graveyard Warp Point is in a corner of the graveyard, near a frozen tree and a wrought-iron fence.

PILGRIM'S ICE CAVE



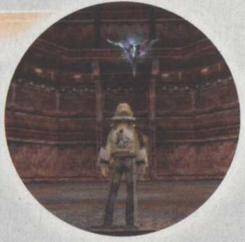
In the battlefield area of the Pilgrim's Ice Cave, you'll find a Warp Point in one of the caves along the ice.

PRISON SANDS



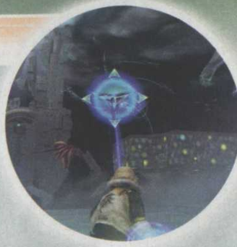
You'll find the Prison Sands Warp Point above a butte near the tall watchtower. To get up to the top of the butte, grab onto the pipe that protrudes from the upper part of it.

AERIAL PRISON INTERIOR



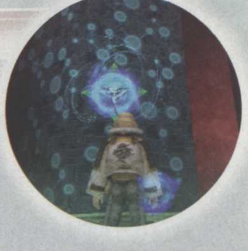
After first infiltrating the Aerial Prison, you'll be able to warp directly back to its battlefield area. A Warp Point appears above the battlefield during non-combat phases.

EXISTENCE & OBLIVION



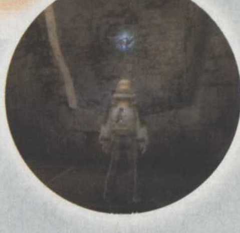
This is the same area that you wind up in after the Bahamut fight. After that fight, you can only warp into and out of this area. The Warp Point floats above the platform that you land on when you warp in.

YUKE SKY CITY



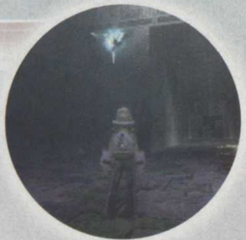
The Warp Point in the Yuke Sky City is in the same place it was when you first visited the area—hovering above a platform at the end of a string of glowing blue balls that you must swing across to reach.

SUBTERRANEAN RUINS



The Subterranean Ruins Warp Point is a bit tricky to find. After the second stretch of leaping across glowing blue lights, jump to your left and drop off the ledge stationed to your left when you land. Follow the path to the Warp Point.

GHOST CITY



The Ghost City Warp Point is in the pit, just past the demon wall. It offers an easy opportunity to re-battle the wall by warping in and out of the area.

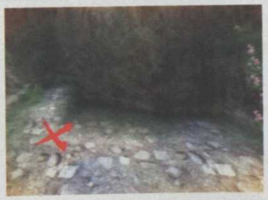
TREASURE HUNTER'S CLUB

There are two message boards in Bridge Town where a treasure-hunting club posts clues to ten different treasures hidden around the Lilty Kingdom. Each time you find a treasure, you earn some gil along with a valuable item.

Before you can find a treasure, however, you must have read the letter that contains the photographic clue for the treasure's location. You can only find the treasure that's currently posted on the board, and you must return to the board after finding it in order to get the next clue, which makes the next treasure available.

TREASURE #1:

OLD LETT AQUEDUCT

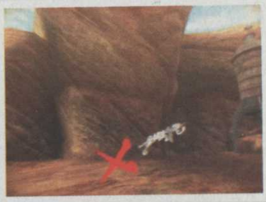


The first hidden treasure is buried under the gray stone path that extends under the bridge in the Old Lett Aqueduct. This is the same path you wind up on after leaving the Crystal Chamber for the first time. Point your cursor at the ground near the climbable ledge and use your bearer powers when you see "???" to uncover the treasure.

Reward: Four-Leaf Clover

TREASURE #2:

EASTERN WILDLANDS

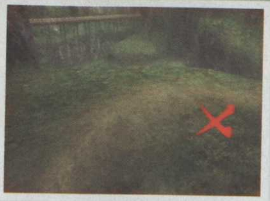


To get the second treasure, trick a wild ox into smashing open the tunnel to the stone arch above the middle of the Eastern Wildlands (as described in the instructions for medal #055). The treasure is buried near the rocket ship-shaped water tower.

Reward: Prism

TREASURE #3:

CHOCOBO CIRCUIT

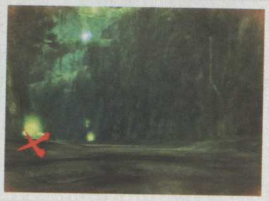


The third treasure can be found if you look in the grassy plain under the chocobo racetrack, near the edge of the cliff that overlooks the train trestle in the distance. Use the curving dirt path as your reference point for where to dig.

Reward: Tableware

TREASURE #4:

FORGOTTEN FOREST

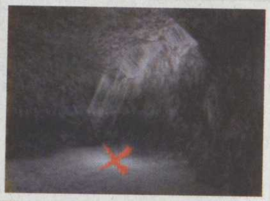


Look for treasure #4 along the floor of the Forgotten Forest, under the first row of branches that you can swing across.

Reward: Holy Relic

TREASURE #5:

HOLY MOUNTAIN WAY

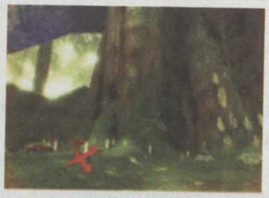


The only cave with an icicled roof can be found in the Holy Mountain Way, across from the entrance to the Pilgrim's Ice Cave.

Reward: Crown

TREASURE #6:

MOOGLE WOODS STATION

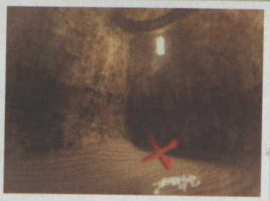


This treasure is in the grass that surrounds the great tree trunk. There aren't a lot of landmarks, so use your cursor to scan for the "???".

Reward: Keepsake

TREASURE #7:

PRISON SANDS STATION

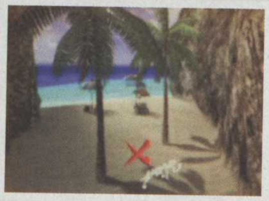


This treasure is buried in the nondescript passage that connects Prison Sands Station to Bridge Town.

Reward: Spinning Top

TREASURE #8:

COSTA FAGUITA

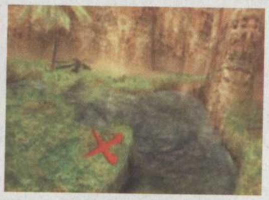


You'll need to jump into the water and swim around the mountains to your left (while facing the sea) to reach Costa Faguita's hidden cove. There, you'll find treasure #8 between the two palm trees.

Reward: Replica Gun

TREASURE #9:

PRISON SANDS

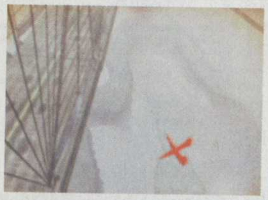


This treasure can be found in the oasis at Prison Sands, in the area on the side of the fence that's patrolled by guard dogs. You'll find the "???" marker at the grassy ledge that juts slightly over the oasis.

Reward: Ornamental Plant

TREASURE #10:

TRIBULATION BRIDGE



Cross the monastery side of the Tribulation Bridge, then drop off the ledge in the monastery grounds to discover a network of icy platforms beneath the bridge. Tread carefully—the ice is slippery! The treasure is at the center of the lower platform, which is connected by ropes on either side.

Reward: Ribbon

REPLAYING MINI-GAMES

Yukes chose the most beautiful body of water they could find to

When you first visit the Yuke Sky City and discover the well at the Edge of Oblivion, you also gain the ability to replay some of the mini-games that you've already completed by speaking to Layle Moogle.

Because most mini-games have medals that you can earn from playing them, and because it's very difficult to get them all on the first try, having the ability to replay these mini-games over and over is essential for achieving a 100% medal completion.

For more information on how to earn the medals associated with the mini-games, consult the Medals chapter that follows this chapter.

MINI-GAMES AND MEDALS

Mini-Game	Associated Medal(s)
Shoot the Monsters!	002, 011, 012
Alexis Emergency!	005, 015, 025
Getaway	010, 020, 030, 039, 040, 050
Bahamut Strike	115*
Beach Battle	083, 092, 093, 103, 104
Runaway Train	110, 119, 120, 130
Duel with Blaze	none**
Chocobo Chase	231, 232, 242
The Awakened Beast	226, 236, 246
The Palace Ball	261, 262, 271, 272
Save the Selkies!	311, 321

* Although medal #105 is associated with the Bahamut boss battle, replaying the mini-game via Layle Moogle does not allow you to replay the part of the battle where you earn this medal.

** You earn medal #216 from defeating Blaze in the story, but since you can't unlock this mini-game until you've defeated him, it's not available via replay.

REPLAY DIFFERENCES

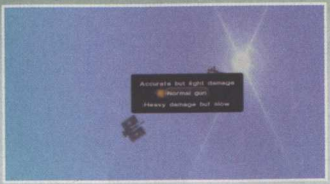
Generally speaking, a replayed mini-game is exactly the same as the first time you saw it. However, because you're a more experienced player, and because Layle probably has better accessories and higher stats, you'll probably find it easier to succeed the second time around.

Crystal Armor

For example, equipping accessories that boost Layle's Focus and Range makes it much easier for him to get rid of his pursuers during the "Getaway" mini-game, making it more likely that you'll be able to earn the medals associated with it.

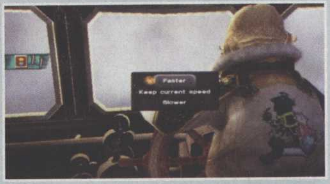
However, two of the mini-games have additional options that you can adjust at the very start of the game:

SHOOT THE MONSTERS!


Accurate but light damage
Normal gun
Heavy damage but slow

When replaying this mini-game via Layle Moogle, you can choose between three gun types: the default gun that you used the first time, a heavier but slow-firing gun, or a more accurate gun that does less damage. Depending on the medal that you're trying to earn, each setting has its advantages.

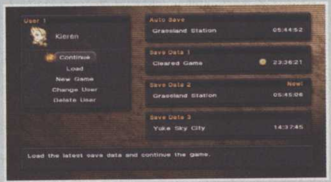
ALEXIS EMERGENCY!


Faster
Keep current speed
Slower

When you replay this mini-game, you can increase or decrease the speed of the Alexis. Speeding it up increases the likelihood that you'll get through the course in record time, but slowing it down makes it easier to avoid crashing into anything.

SECOND PLAYTHROUGH

Once you have completed the game, you can save your completed game file and start over from it for a second playthrough. The biggest advantage that you have in the second playthrough is that Layle starts the story with all of his accessories, materials, and gil from the first playthrough.


User 1
Kieren
Continue
Load
New Game
Change User
Delete User
Auto Save
Grassland Station
05:44:52
Save Data 1
Cleared Game
23:26:21
Save Data 2
New!
Grassland Station
05:45:06
Save Data 3
Yuke Sky City
14:37:45

Load the latest save data and continue the game.

However, there are a few other differences worth noting between the first and second playthroughs:

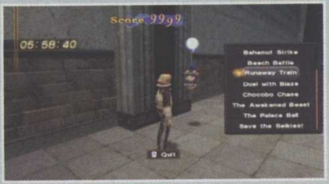
NEW OPENING SCENE

At the very beginning of the second playthrough, you are treated to a new opening scene between Althea and the king.

MINI-GAME OPTIONS

During the second playthrough, all mini-games that have adjustable options when replayed via Layle Moogle have those same options when you see them for the first time.

LAYLE MOOGLE


Score 9999
05:58:40
Bahamut Strike
Beach Battle
Runaway Train
Duel with Blaze
Chocobo Chase
The Awakened Beast
The Palace Ball
Save the Selkies!
Quit

Finally, instead of having to wait until you visit the Yuke Sky City for the first time, you can talk to Layle Moogle at the entrance to Alfitaria Capital City and replay any mini-game, anytime you want.

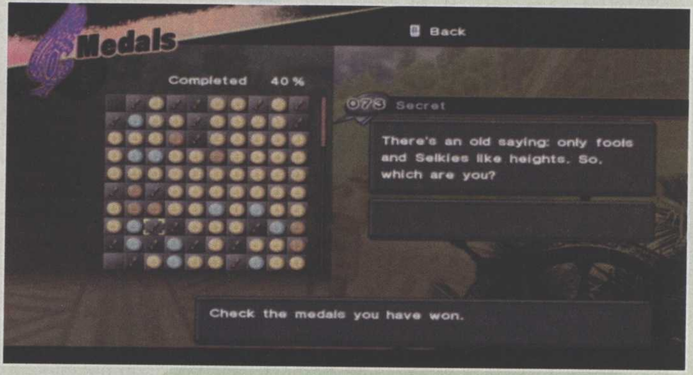
MEDALS

HOW MEDALS WORK

COMPLETING YOUR MEDAL COLLECTION

Clearing the main storyline of *The Crystal Bearers* is only the beginning. The far greater challenge of the game is the 330 optional medals that you can earn by collecting items, completing campaigns, mastering mini-games, pursuing side quests, and making monsters perform their special tricks.

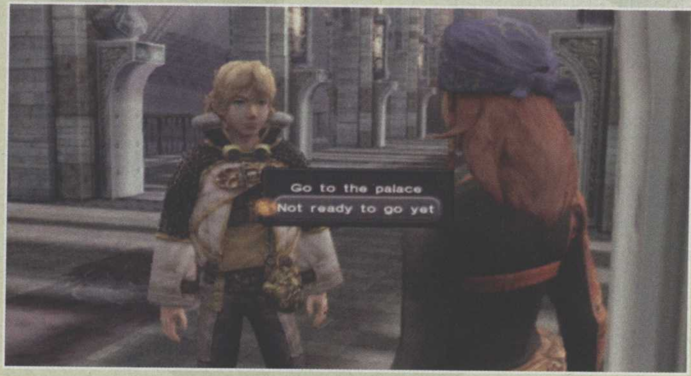
You can pursue the medals at any point in the game. Some may not be accessible until after certain game events have transpired, but the only medal that you can't go back to complete later is medal 105. If you want to collect the rest before the credits roll, do it before you join Keiss at the capital's Central Shuttle Platform to challenge the last boss. If you beat the game and continue off of your saved file, you'll bring your entire medal collection with you.



There's an old saying: only fools and Selkies like heights. So, which are you?

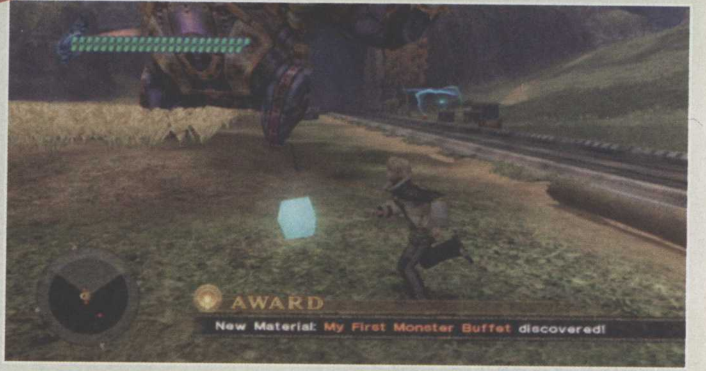
Check the medals you have won.

Each medal you earn unlocks the hint for each of the adjacent medals on your medal board. While the medals on the board seem to be arranged in chronological order, this is not always the case. For example, you won't be able to earn medal 001 until the very end of the game. Don't get hung up on doing them in numerical order.



When you tell Keiss you're ready to go to the palace, you'll move on to the game's final sequence. Tell him you aren't ready if you want to complete your medal collection first. (Note that the final three medals are only available during the final sequence.)

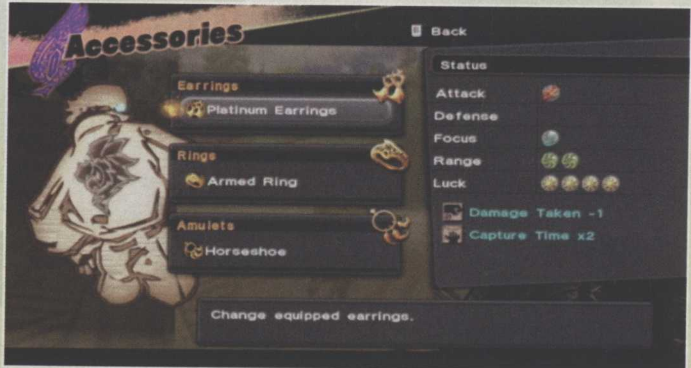
MY FIRST RARE MATERIALS



New Material: My First Monster Buffet discovered!

You'll earn a medal whenever you discover a new material. These "my first" medals are among the easiest medals to earn in the early part of the game, and they unlock a great many hints throughout the board. Later materials become quite a bit trickier to find, however, and the final "my first" medals are among the most difficult medals in the game.

The hint provided for each "my first" medal directs you to one of the enemies who may drop that material needed when defeated. Every material is actually dropped by at least two different enemies, and many can be found in other ways: they can be earned as prizes, found in chests, or included in issues of the UMA News. Your Luck stat has a huge impact on the materials that enemies drop when defeated—some materials won't ever appear unless you have a Luck stat of 5—so when you're hunting for materials, always select accessories that give you the highest possible Luck.



Earrings: Platinum Earrings

Rings: Armed Ring

Amulets: Horseshoe

Attack
Defense
Focus
Range
Luck

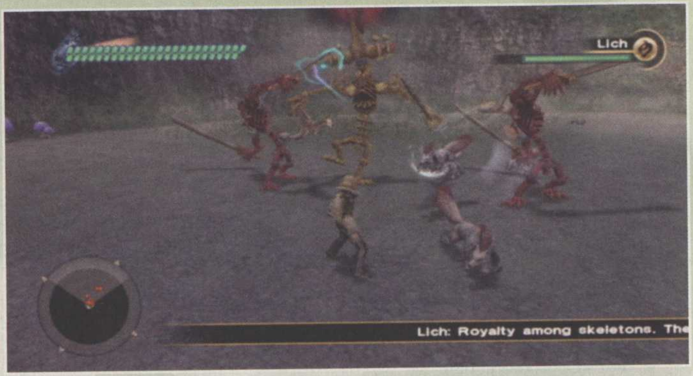
Damage Taken -1

Capture Time x2

Change equipped earrings.

SECOND CAMPAIGNS AND CAMPAIGN REWARDS

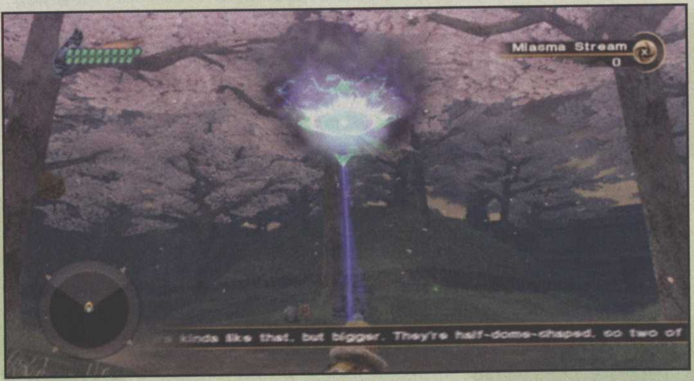
The first time you clear each area of enemies and shut down its Miasma Stream, you'll earn a medal for completing its "campaign." You'll also earn a Myrrh Fragment the first time you shut down the campaign's Miasma Stream. Each subsequent time you clear the campaign and shut down the Miasma Stream, you'll instead earn a material that would be dropped by one of the foes in the area. This material is just as likely to be a rare drop as it is a common one, so repeatedly clearing campaigns gives you more chances to earn the rare materials held by the foes in the area.



Lich: Royalty among skeletons. The

Many areas have second campaigns with a new roster of foes. These campaigns provide another opportunity to earn a Myrrh Fragment, and host many of the game's rarest foes. Second campaigns only appear if the first campaign has been completed, and only after certain storyline events have transpired. You can't unlock a second campaign on your first trip to an area; you'll always have to come back to it at a later point in the game's story.

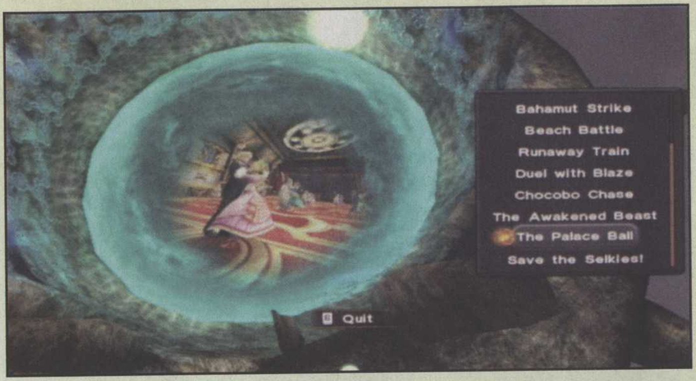
Even once you've unlocked a second campaign, the game continues to alternate between the first and second campaigns during combat phases. If you're waiting for a second campaign and get the first campaign instead, clear it out and shut down the Miasma Stream. If you've met all of its appearance conditions, the second campaign should begin during the next combat phase.



kinds like that, but bigger. They're half-dome-shaped, so two of

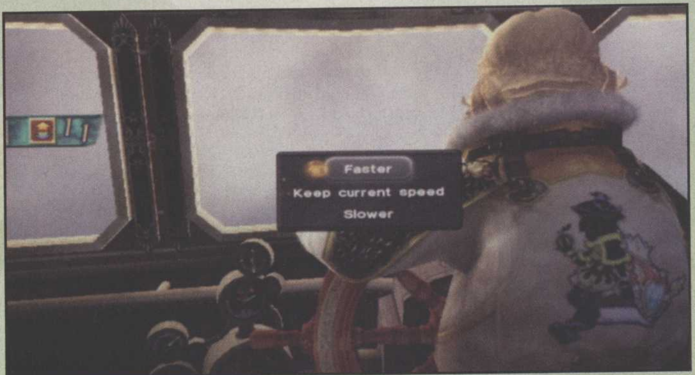
EARNING MEDALS THROUGH MINI-GAMES

The Crystal Bearers is packed with chocobo chases, beach battles, dancing, and other mini-games that offer multiple medals for skilled players to earn. But since these sequences typically appear as part of the game's storyline, your opportunity to earn their medals comes and goes quickly.



The game auto-saves at the beginning of most sequences, so you can reset and retry if you're determined to earn a medal on your first attempt. But it's a lot easier to just wait until later in the game, when you gain the ability to replay any previous sequence by speaking to the Layle Moogle in the Yuke Sky City.

Not only will the Layle Moogle allow you to replay each sequence as often as you like, but you may find that it's a whole lot easier the second time around. For one thing, you'll have accessories boosting your stats, allowing you to lock on to things more quickly and from farther away. Additionally, some sequences have new options that you can only select when you warp into them or replay them after beating the game and continuing off of the save file. For example, you'll be able to select from a variety of guns during the game's opening zu-shooting sequence, which makes things a whole lot easier for medal hunters.



001 MY FIRST DARK MATTER

Various

Hint: Grab the materials that the Omega Slave drops. Luck is a HUGE factor here.

Solution: You picked up some Dark Matter.

Find Dark Matter at least once

Dark Matter is perhaps the game's single rarest material. You can only find it as a very rare drop from the expended horn of a King Behemoth (who appears in the Snowfields campaign) and from destroyed Omega Slaves (which appear during the second Aerial Prison campaign). Camping out in the Aerial Prison and repeatedly battling Omega Slaves is probably the best way to earn one.

002 MONSTER BOSS DOWNED

"Shoot the Monsters!" sequence

Hint: Monster bosses are tough, but they will go down if you focus your attacks.

Solution: You brought down a really tough boss monster.

Defeat the monster boss at least once

The monster boss in the game's opening shooting sequence is the larger, more deeply purple zu that emits clouds of purple smoke from its wings. To bring it down, you'll need to make it your primary target. Having two players firing together helps immensely. (If you can't recruit another player, you can always hold two Wii Remotes yourself.) To make things a bit easier, aim for this medal after you've reached the Yuke Sky City, where Layle Moogle allows you to replay the sequence with a new gun-select option at the beginning. Select "heavy damage but slow" for the best boss-killing results.

003 MY FIRST COOL SPECS

Various

Hint: Grab the materials that skeletons drop.

Solution: You picked up some Cool Specs.

Find one or more Cool Specs

The first opportunity to find a pair of Cool Specs comes long before you meet your first skeleton. To find a pair at the start of the game, search the chests at the upper level of the capital Clock Plaza, behind the counters at the top of the staircases. You'll earn more Cool Specs for battling skeleton and kyokotsu enemies.

004 CAPITAL SHUTTLE ROVER

Capital — Capital Shuttle

Hint: Do you know the Capital Shuttle? You might find something there…

Solution: You saw the ghost that haunts the Capital Shuttle.

Witness the Capital Shuttle ghost at least once

It appears on the top row of the medal board, but this is actually the fifth and final ghost sighting. (See medal 152 for more details on how ghost sightings work.) When you get the "I Saw a ghost! (part 5)" letter from the Mail Moogle, board the Capital Shuttle and lock on to its control panel. Swing the Wii Remote horizontally until you're able to change its destination to the Airship Dock. Then, make your way to the back of the shuttle and stare out the window until the ghost appears.

005 NEW WORLD RECORD

"Alexis Emergency!" sequence

Hint: Get through the gorge quickly without hitting anything for a new world record.

Solution: You set a new record piloting the Alexis.

Make at least one perfect flight at high speed

To earn this unusual medal, you have to first earn medal 013 by making a flawless flight through the gorge. Do that after you've unlocked the speed select by warping to the "Alexis Emergency!" sequence from the Yuke Sky City, which will allow you to set the speed to 5 for the easiest possible win. To earn this medal, you need to beat the time you registered with medal 013, so if you performed your first perfect flight at speed 5, notch it up to speed 6.

006 THE TRAGEDY OF Y

Various

Hint: Bouncing goblins into the air can be fun. Try doing it where the ground is soft.

Solution: You hurled goblins into the ground. They looked like little rows of the letter Y.

Bury at least one goblin

To earn this medal, you'll need to plant goblins headfirst into soft dirt or snow. Use your powers to throw a goblin off balance (by jerking him in any direction), then use your powers to pick him up (by targeting the fallen goblin and swinging the Wii Remote upward). Throw your captured goblin into some soft turf to plant him in headfirst.

007 THE TRAGEDY OF K

Various

Hint: Say, wouldn't it be fun to bounce a goblin against a wall?

Solution: You hurled goblins into a wall. They looked like little rows of the letter K.

Stick at least one goblin into a wall

You can only earn this medal by bouncing a goblin off of his feet and into a wall (picking one up and hurling into a wall won't work). Stand near a wall to lure a goblin towards it, then lock on to the standing goblin and swing the Wii Remote in the direction of the wall. If you did it correctly, the goblin should stick into it, headfirst!

008 COUNTER FIRE

Lett Highlands

Hint: Goblin hunters can redirect fire attacks. Maybe you can use that to your advantage?

Solution: You hit a goblin hunter with a flame attack and caused him to release fire arrows.

Make a goblin hunter shoot flaming arrows at least once

Rather than trying to trick a bomb into burning a goblin hunter, take matters into your own hands. A campfire appears near the cliffs during the combat phase, and you can use your powers to reach into it and grab a burning torch. Find a goblin hunter and hurl the torch at him. Then, back up to the range from which it usually fires arrows and you'll earn the medal when it takes a shot with a now-flaming arrow.

009 OUTTA MY WAY

Subterranean Ruins — Ghost City

Hint: Infernal guardians protect certain portals, but a bearer can shove them aside easily, no?

Solution: Using your powers, you drove away the skeletons guarding the demon wall door.

Defeat at least one guardian

As per the strategy outlined in the "Shattering the Demon Wall" sidebar (on the right), you'll need to open the door at the center of the demon wall and use the guardians on either side to attack the head within. After hitting the head a total of nine times (three times per door opening), it turns red, and a yellow glow indicates that the guardians are vulnerable. Give either one a yank to earn this medal.

010 NEW WEAPON DESTRUCTION

"Getaway" sequence

Hint: The royal army has a new weapon. Are you content to just look at it?

Solution: While on the run, you destroyed the royal army's new weapon.

Destroy the crystal armor machine at least once

To earn this medal, you'll almost certainly have to replay the "Getaway" sequence much later in the game, when you have accessories that can boost your range and focus attributes to rank 4 or 5. That way, you can take out the chocobo riders quickly and from farther away, which causes the crystal bikes to appear sooner. Destroy four crystal bikes, and the crystal armor appears next. Lock on to the weak point between its legs, hold down B, and shake your Wii Remote in any direction. Shaking it won't break your lock, so you can keep shaking it to deliver continuous hits.

011 MASTER SNIPER

"Shoot the Monsters!" sequence

Hint: It is very difficult to shoot down ALL of the monsters. But if there were two of you…

Solution: You brought down all the non-boss monsters.

Bring down all the monsters at least once

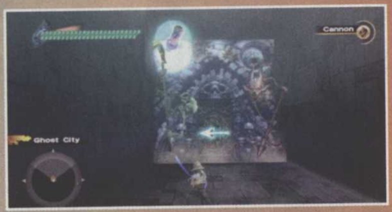
To bring down the 70 zu needed to achieve this medal, you'll almost certainly need two players, or at the very least a Wii Remote in each hand and a high level of coordination. You'll need to memorize exactly where each zu comes from, as many appear on the screen for only fractions of a second. At least you don't need to worry about the brighter purple boss zu, who doesn't count towards this particular medal. This activity becomes a whole lot easier to do when you unlock the ability to replay this sequence later in the game; then you'll have the option to switch guns, and can select the "accurate but light damage" gun for better results.

SHATTERING THE DEMON WALL

Demon Wall Medals

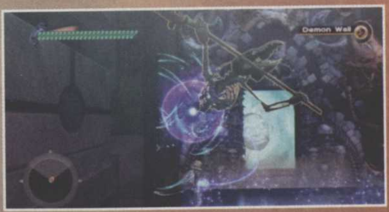
- **009** Outta My Way
- **018** Door to Tomorrow
- **019** Eat This
- **028** Treasure Guardian Appearance
- **029** Cannon Weeding
- **315** Demon Wall
- **325** Treasure Guardian Destroyed

The demon wall is one of the most challenging foes you'll face in *The Crystal Bearers*, and it appears only an hour or two into the game. You have seven medals to earn here, and only about 50 seconds the first time you meet. Fortunately, you won't need to collect them all now, since you can return for a rematch by entering the cave past the Chocobo Circuit battlefield after Amidatelion sends you a letter about the second resurrection.



When the battle begins, first lock on to one of the cannons in the upper corners, and yank it out as you run towards the door. You'll be fighting at such close range that the cannons won't be a factor, but you need to destroy at least one for the "Cannon Weeding" medal.

The wall can't hurt you, so let it push you along as you lock on to the door and drag it in whatever direction the arrow indicates. (Standing close allows you to lock on to targets much more quickly than battling from afar.) That technique exposes the creature behind the door, earning you the "Door to Tomorrow" medal. Now, move to either side of the door and lock onto one of the demonic guardians. Once it's under the sway of your powers, swing the Wii Remote in the direction of the door to make the guardian attack the face, earning you the "Eat This" medal. Quickly redo the lock and force the guardian to swing two more times. After three hits, the door closes again. This time, when you lock on to the door and swing in the designated direction, you'll expose another door behind the surface door; you may need to yank out multiple trick doors before the head exposes itself again.



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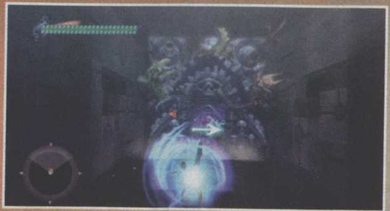
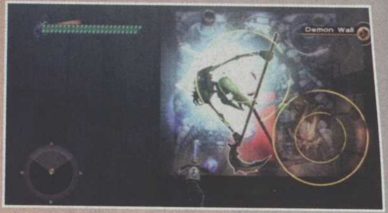


Continue to damage the head by having the guardians swing at it. Of course, they'll continue to swing at you, and you don't have the time to watch their patterns and dodge their attacks. Swing the Wii Remote to execute a roll whenever they strike, so you'll at least recover quickly.



After hitting the face in the door nine times (three times per opening), the face turns red, and the guardians go on the defense. This is your chance to yank them to the side and earn the "Outta My Way" medal. The battle continues after this, with the face turning red and the guardians defending after every three hits, but you've earned all you can; there's no way to completely destroy the wall on your first visit to the Subterranean Ruins.

On subsequent visits, however, you'll be able to destroy the demon wall with ease. With your accessories powered up, the demon wall becomes much easier to fight, particularly if you have high-focus gear. You will now be able to destroy the demon wall the first time you have a guardian strike the red face, earning you the "Demon Wall" medal.

There are six doors in the hallway where you fight the demon wall. When the demon wall is destroyed, all of the doors that it has not yet passed will open. Each door contains a warp that can take you to a new region of the Yuke Sky City, with a single chest that holds a Myrrh Fragment or a rare material. After opening one chest and warping back, you'll have to fight the demon wall again. Needless to say, the doors closest to the demon wall's starting point hold the best loot. Opening any chest earns you the "Treasure Guardian Destruction" medal, but you'll need to open all six to turn it gold. (You can reclaim each treasure multiple times, but you won't get credit for this.) Note that once you visit the demon wall a second time, you'll be able to warp to Ghost City for a rematch whenever you like.

012 GO-GETTER GUNNER

"Shoot the Monsters!" sequence

Hint: It would be awesome if you shot down 50 monsters.

Solution: You shot down 40 or more monsters.

- Shoot down 40-49 monsters
- Shoot down 50-59 monsters
- Shoot down 60 or more monsters

This is the easiest of the three medals you can earn during the opening sequence, in which Layle blasts a flock of enemy zu while in freefall. The sequence features a total of 71 normal zu as well as a single purple boss zu that appears multiple times and leaves a trail of smoke in its wake. Bringing down the boss is its own medal, so for the purpose of this one, ignore it and focus on the normal foes. You can make things easier by getting another player to join you; the second targeting reticule allows you to fire in two directions at once.

013 CRYSTAL BEARER'S ARRIVAL

Capital — Capital Gate Hall

Hint: There's a banner covering the door. It's kind of in the way, huh?

Solution: At Alfitaria Capital City, you used your powers to raise the banner and reveal the game title.

- Lift the banner at least once

This one's a freebie. You'll earn it automatically when you use your powers to raise the curtain at the entrance to the capital city, after successfully crash-landing the Alexis II at the start of the game.

014 STILTZKIN

Various

Hint: You can learn a lot from an adventuring veteran. If you're lost, ask for help.

Solution: You encountered Stiltzkin.

- Encounter Stiltzkin one to four times
- Encounter Stiltzkin five to nine times
- Encounter Stiltzkin ten or more times

You'll first meet Stiltzkin at the capital's Clock Plaza. Speak to him near the Great Clock, and he'll introduce himself once you've restarted it. This earns you a bronze medal, which you can upgrade by speaking to Stiltzkin at various other locations on your travels.

015 ACE PILOT

"Alexis Emergency!" sequence

Hint: Can you squeeze through that narrow gorge? Sure you can!

Solution: You flew the Alexis without once crashing into a cliff or wall.

Perform at least one perfect flight

It's extremely difficult to earn this medal at the Alexis's default speed. To unlock the ability to slow down, you'll need to replay the game after you've met the Layle Moogle in Yuke Sky City. You'll then have the option to change your flight speed at the beginning of the sequence. Use the ✣ and Ⓐ to repeatedly select "slower" until you're able to reduce your speed to 5 (the minimum). You'll still turn at the same speed, but you now have much more time to react, making a perfect flight much easier.

016 CAVE IN THE CLIFF CAMPAIGN

Cave in the Cliff

Hint: Slay all the monsters in the Cave in the Cliff and shut down the Miasma Stream.

Solution: You slew all the monsters inside the Cave in the Cliff and shut down the Miasma Stream.

Shut down the Cave in the Cliff Miasma Stream at least once

At the Cave in the Cliff (the small area that follows the chocobo-cart chase), defeat all three goblins and then use your powers to lock on to the glowing blue tip of the Miasma Stream above the battlefield. Yank your Wii Remote downward to close the Miasma Stream, and net you a Myrrh Fragment and this medal.

017 GOBLIN DANCE

Lett Highlands

Hint: Even goblins like to celebrate after victories and such, right?

Solution: You made goblins dance.

Inspire at least one goblin dance

Damage a bomb enemy until it begins to catch on fire, then knock it down by locking on to it and spinning it horizontally. Pick up the flaming bomb and carry it towards a pack of goblins. The goblins then gather around you to dance and sing. When you've scored the medal, toss the bomb into their midst to bring a violent end to their revels.

018 DOOR TO TOMORROW

Subterranean Ruins — Ghost City

Hint: If a door comes at you and there's no way to open it, try using your bearer powers.

Solution: You opened the demon wall door using your powers.

Open the door in the demon wall at least once

At the end of the Subterranean Ruins, you'll fall into the path of the mighty demon wall. At its center lies a small door that you can open by locking on with your powers and swinging the Wii Remote in whatever direction the arrow on the door indicates.

019 EAT THIS

Subterranean Ruins — Ghost City

Hint: Guardians will always stay near the weakest areas. Use their weapons against them!

Solution: Using your powers, you made a guardian skeleton attack the demon wall's core.

Use a guardian to attack the core at least once

Once you have the door at the center of the demon wall open, use your powers to lock on to one of the skeletons at either side of the door. Swing the Wii Remote in the direction of the now-open door to force the guardian to swing its weapon at the face in the center of the doorway.

020 NEW WEAPON CONFIRMED

"Getaway" sequence

Hint: Keep repelling your pursuers… and something else might appear.

Solution: While on the run, you spotted what looks like a new royal army weapon.

Make the crystal armor machine appear at least once

This medal is a lot easier to earn later in the game, when the boosts provided by your accessories make it much easier to dispatch your chocobo pursuers. Defeating the chocobo riders makes the crystal bikes appear sooner, and when you destroy at least four of them, a new enemy appears: a crystal armor. See medal 10 for tips on how to defeat it.

021 MY FIRST NUT

Various

Hint: Grab the materials that goblin warriors drop.

Solution: You picked up a Nut.

Find at least one Nut

You'll find the first Nut in the first chest in the Cave in the Cliff, which you enter immediately after the chocobo-cart chase sequence. The chest is on a ledge to your right after the first pit. goblins, goblin warriors, and the Iron Giant (while stopped) also drop Nuts.

022 CRYSTAL IDOL RECOVERY

Capital — Fountain Park Avenue

Hint: If someone takes a key item, you should get it back, fast.

Solution: On Fountain Park Avenue, you caught the ferret and recovered the Crystal Idol.

Recover the Crystal Idol at least once

Shortly after you step off the Capital Shuttle during your first visit to Fountain Park Avenue, a white ferret swipes your Crystal Idol. Use your powers to knock the ferret off of a shopkeeper's stand, a fire hydrant, and a second-floor window, then grab the ferret and lift it above your head to reclaim the idol and earn this medal.

023 RESTART CLOCK

Capital — Clock Plaza

Hint: The Great Clock is the symbol of Clock Plaza. But what good is a stopped clock?

Solution: At the Clock Plaza, you used your powers to restart the Great Clock.

Restart the clock at least once

After crash-landing the Alexis II and entering the capital, you'll find the gates to the shuttles locked shut, thanks to the stopped clock in the center of the plaza. Restart it by locking on to it with your powers and shaking the Wii Remote to pull yourself towards the clock face.

024 DESPERATE HARVEST

Eastern Wildlands

Hint: The crops in the Eastern Wildlands are ready for harvest.

Solution: In the Eastern Wildlands, you pulled up veggies within the time limit.

Harvest at least 18 veggies

Harvest at least 30 veggies

Harvest at least 50 veggies

You won't be able to engage in the harvesting mini-game until your second visit to the Eastern Wildlands (when you're attempting to get the steam engine from Cid). To begin the game, pull up any crop. You'll then have a minute to harvest the rest while dodging laser blasts from the pair of scarecrows. If you can pull up all the veggies, you'll earn both medals 024 and 144 at the bronze level. To earn higher medals you'll need to keep coming back and replaying the game, as Cid devises progressively more powerful scarecrows.

025 CHAMPION RACER

"Alexis Emergency!" sequence

Hint: The faster you fly the Alexis, the more thrilling the ride!

Solution: You piloted the Alexis through the gorge within 115 seconds.

Fly through the gorge within 115 seconds

Fly through the gorge within 110 seconds

Fly through the gorge within 105 seconds

Don't waste a lot of energy trying to get this at the very beginning of the game, when the "Alexis Emergency!" sequence first occurs. If you wait until you gain the ability to replay the mini-game (after meeting the Layle Moogle who hangs out near the warp pool at the Edge of Oblivion), you'll unlock the ability to select your speed at the start of the sequence. Steering is tough with the speed set at 15 (the maximum), but you'll be able to earn a good time even if you smash into a few walls.

026 FIRST BATTLE

Cave in the Cliff

Hint: You cannot avoid this battle if you wish to proceed. You must emerge victorious!

Solution: You won your first battle.

Defeat all the goblins at the Cave in the Cliff

You'll enter the Cave in the Cliff after the chocobo-cart chase sequence, and it's there that you'll fight the game's first battle. The three goblins you face won't put up much of a fight, so take the opportunity to go for medals 006 and 007 by throwing them into each other and flipping them at the walls.

027 MOMENT OF HUMILITY

Eastern Wildlands

Hint: Is there anything more humiliating than looking like a fool in front of a dog?

Solution: You went down in front of a killer hound-type monster and got peed on!

Get peed on at least once

Let the hounds in the Eastern Wildlands knock you down, and don't recover immediately. Lie there until the foul beasts lift their legs and give you a humiliating squirt. You won't get the medal right away, but it should trigger shortly after you get up to resume the fight. You can also earn this medal from the shadow beasts that appear in the Pilgrim's Ice Cave, among other areas.

028 TREASURE GUARDIAN APPEARANCE

Subterranean Ruins — Ghost City

Hint: Seems like something (someone?) is waiting in the wings…

Solution: In Ghost City, you encountered the demon wall.

Encounter the demon wall at least once

After following Belle through the Subterranean Ruins, you'll see her drop through a glowing blue hole in the floor. Follow her down, and you'll find the mighty demon wall bearing down upon you. Battle it using the strategies outlined earlier in the section to earn medals 009, 018, 019, and 029.

029 CANNON WEEDING

Subterranean Ruins — Ghost City

Hint: If you ever see a cannon mounted on a wall, pluck it out with your powers.

Solution: You plucked cannons from the demon wall using your powers.

Pull at least one cannon out of the demon wall

While fighting the demon wall, you can lock onto the cannons above the skeletal guardians and yank them down to pop them off of the wall. The cannons do regenerate, making this a fairly weak tactic, but you must do it at least once to earn the medal.

030 CRYSTAL BIKE MASH

"Getaway" sequence

Hint: Crystal bikes pack a serious punch, but they do have a weak spot.

Solution: You destroyed the crystal bikes that were chasing you.

Destroy one or more bikes

After dispensing with a certain amount of chocobo riders, the royal army begins sending their crystal bikes after you. To destroy them, use your powers to lock on to them and send them spinning in any direction, then lock on again and give them a second yank for the kill.

031 MY FIRST MOOGLE DOLL

Various

Hint: Grab the materials that killer hounds drop.

Solution: You picked up a Moogle Doll.

Find at least one Moogle Doll

You'll earn this medal when you acquire your first Moogle Doll. An early opportunity comes in the capital city's Clock Plaza, where you'll find a Moogle Doll in a chest behind a counter (near the staircase that leads down to the clock). You can also earn Moogle Dolls from killer hounds, shadow beasts, and tonberry amok enemies.

032 DON'T DESERVE TO LIVE

Bridge Town — Cid's Workshop Zone

Hint: Cleaning moogles always take out the garbage, even if that garbage is you.

Solution: In Cid's Workshop Zone, you were tossed out by a cleaning moogle.

Get thrown out one to four times

Get thrown out five to nine times

Get thrown out ten or more times

When you return to Cid's Workshop Zone for the second time (to persuade Cid to give Vaigali his steam engine), you'll find the area full of garbage. Grab a trash bag and you'll trigger the deployment of the garbage moogles, who collect all the refuse. To be mistaken for a garbage bag yourself, just take your hand off the Wii Remote until Layle sits down on the floor. A cleaning moogle soon grabs you and tosses you out.

033 RUNAWAY SHUTTLE

Capital — Capital Shuttle

Hint: It may be automated, but you still mustn't touch the controls.

Solution: You operated the shuttle control lever.

Pull the lever one to four times

Pull the lever five to nine times

Pull the lever ten or more times

Whenever you ride the shuttles in Alfitaria Capital City, you can lock on to the glowing auto-pilot terminal at the front of the car and give it a good throttling. When you recover from the turbulence, do it a few more times to raise your medal from a bronze to a gold. (Later in the game, you can use this technique to change the destination of your shuttle.)

034 MY FIRST BOTTLE CAP

Various

Hint: Grab the materials that goblin warriors drop.

Solution: You picked up a Bottle Cap.

Find at least one Bottle Cap

Bottle Caps are dropped by goblin warriors and goblin samurai, and can be found in a chest in the Airship Dock. However, you'll likely find your first one as a pack-in bonus in the first issue of UMA News. Don't miss that newspaper rack in the Eye of the Rock!

035 WILDLANDS WARDEN

Eastern Wildlands

Hint: Travelers are being attacked by wild oxen!

Solution: In the Eastern Wildlands, you drove away rampaging oxen.

Pacify 1-9 oxen

Pacify 10-19 oxen

Pacify 20 or more oxen

In the grazing region of the Eastern Wildlands, rampaging oxen are making life hell for travelers. Use your powers to repeatedly knock the oxen off of their feet, and eventually they'll calm down. Since the oxen won't rampage again until after the next combat phase, you'll need to spend a lot of time in the Wildlands before you can get the gold medal. At least you'll make some nice cash in the meantime; the rescued travelers send you 120 gil each via the Mail Moogle.

036 HERO TRIAL: HILL ROAD

Lett Aqueduct

Hint: Split second decisions are needed to traverse hilly slopes.

Solution: You helped people on the Old Lett Aqueduct path.

Save one to four people

Save five to nine people

Save at least ten people

When you return to the Old Lett Aqueduct after meeting Cid, a girl comes tumbling down the grassy hill that connects the Eastern Wildlands to the aqueduct. Quickly use your powers to lock on to her, pull her up from her squash, and set her gently down. She'll repeat this strange pratfall every time you come through this way, giving you endless opportunities to raise your bronze medal to a gold. (And earn thank you letters with a 100-gil reward.)

037 EASTERN WILDLANDS CAMPAIGN

Eastern Wildlands

Hint: Slay all the monsters in the Eastern Wildlands and shut down the Miasma Stream.

Solution: You slew all the monsters in the Eastern Wildlands and shut down the Miasma Stream.

Shut down the Eastern Wildlands Miasma Stream at least once

The Eastern Wildlands consists of two regions linked by an open archway. Both have independent groups of killer hounds and skeletons, all of which must be destroyed before the Miasma Stream will become vulnerable. The enemies are easy to defeat, but the killer hounds are easily distracted by environmental objects. Use your combat radar to find them all in the allotted time.

038 MY FIRST FOUR-LEAF CLOVER

Various

Hint: Grab the materials that bloomers drop.

Solution: You picked up a Four-Leaf Clover.

Find at least one Four-Leaf Clover

You can earn Four-Leaf Clovers from defeated bloomers and malboros, but your first opportunity to find one comes a bit earlier. Check out the first "weekly treasure hunt" flyer posted on the Bulletin Boards in Bridge Town, and let the photo guide you back to the Old Lett Aqueduct. Point your cursor at the spot marked on the photo, and yank out the chest. You'll be sent a Four-Leaf Clover as part of the reward.

039 BRIDGE DESTROYER

"Getaway" sequence

Hint: If you knock down the bridge, you might escape your pursuers.

Solution: You destroyed a bridge while fleeing from the cavalry.

Destroy the bridge at least once

As Belle and Layle flee the capital on a chocobo-drawn cart, Layle has plenty of opportunities to use his powers to scatter the pursuing chocobo cavaliers. The bridge appears about a minute into the chase; lock on to the target on the railing and give it a yank to take out the entire bridge. Your cart makes it just fine, but your pursuers end up in the drink.

040 PILLAR DESTROYER

"Getaway" sequence

Hint: If you knock down the pillars, you might evade your pursuers.

Solution: You knocked down pillars while fleeing from the cavalry.

Destroy the pillars at least once

After reuniting with Belle in the capital city, you'll flee the area on the back of a chocobo-drawn cart. Roughly ten seconds into the chase sequence, the camera shifts to show you the path ahead. A glowing target marks a weak pillar; lock on to it and yank in any direction with your Wii Remote to snap the pillar and drop a stone ledge on your pursuers.

OUTRUNNING THE CHOCOBO CAVALRY

Chase-Sequence Medals

010 New Weapon Destroyed

020 New Weapon Confirmed

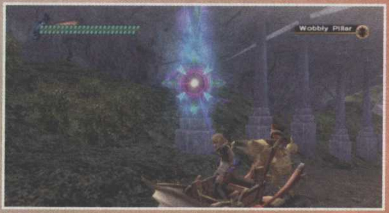
030 Crystal Bike Mash

039 Bridge Destroyer

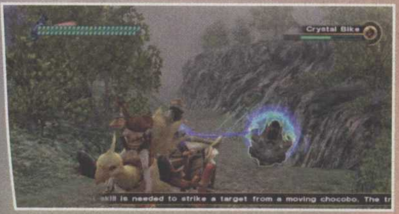
040 Pillar Destroyer

050 Rock Grabbing

The "Getaway" sequence that occurs early in your quest offers six unique medals and only one chance to grab them. (At least until you reach a point in the main quest where you can replay mini-games). There isn't an autosave point at the beginning of the chase, so if you choose to restart you'll be sent back to a file made before the catch-the-ferret sequence in Fountain Park Avenue. But if you get knocked out on purpose, you can resume the chase from the start.



The first three medals come at set points on the chase, and require you to spot three glowing target markers, quickly lock on to them, and give them a shake. You'll find the first marker on a pillar only ten seconds into your escape, the next on a bridge railing at 45 seconds, and the third on a boulder at the 1:30 mark.



skill is needed to strike a target from a moving chocobo. The tr

To earn the fourth medal, you'll need to destroy one of the crystal bikes that only appear after a certain amount of chocobo cavaliers have been defeated. You can destroy a crystal bike by locking onto it and giving it a shake twice, but if they appear early enough, you'll likely get a freebie when one self-destructs after plummeting off of the ledge that you'll cross at the 2:15 mark.

After you destroy four crystal bikes, a new crystal armor enemy appears. To earn the "New Enemy Confirmed" medal, you'll need to damage it at least once. The only way to damage it is to lock on to it at the weak point that's roughly between its legs, and continuously shake your Wii Remote.

Earning the two crystal armor medals is nearly impossible the first time you challenge this sequence; you'll have much better luck if you use the Layle Moogle to let you replay the sequence when you have better equipment and a better feel for the game's controls.

041 Dairy Charm Farm

Eastern Wildlands

Hint: Clean water and succulent grass are all a cow needs.

Solution: In the Eastern Wildlands, you fed the cows and obtained milk.

- Produce 3-12 liters
- Produce 15-27 liters
- Produce 30 or more liters

In the farm section of the Eastern Wildlands, yank the pump off of the well and bring bales of hay (found on the other side of the farmhouse) to the cows in the pen. The happy cows line up to climb onto the milking stand. When one stops at the top of the stand, lock on to the cow and pull down to produce three liters of farm-fresh milk.

042 Milk for Health

Eastern Wildlands

Hint: So, how DO you milk a cow anyway?

Solution: In the Eastern Wildlands, you captured a cow and fired the milk beam.

- Fire at least one milk beam

Use your powers to upend one of the dairy cows in the Eastern Wildlands and quickly rush in to pick it up. As long as you're holding it, you'll be able to fire off blasts of milk with B. Nice!

043 My First Leatherwork

Various

Hint: Grab the materials that goblin hunters drop.

Solution: You picked up some Leatherwork.

- Find at least one piece of Leatherwork

The hint suggests you battle goblin hunters, but you can find Leatherwork as early as the Eastern Wildlands. It's a rare drop from killer hounds (as well as later-appearing shadow beast enemies), and if you use the wild oxen to smash through one of the stone-blocked caves, you'll find a path to an upper ledge where you'll find Leatherwork in a chest that overlooks the farm.

044 Fire Spinner

Lett Highlands

Hint: Explosive monsters can spit fire. But what if they got caught in their own fiery breath?

Solution: Using your powers, you turned a bomb's fiery breath against itself.

- Ignite at least one bomb

To earn this medal, lock on to a bomb, but don't do anything to it until it begins to breathe fire. When it does, give it a spin by jerking it to the left or right and watch as it it then ignites itself with its own flames.

045 Wildlands Destiny

Eastern Wildlands

Hint: Do you think the oxen have a leader?

Solution: In the Eastern Wildlands, you drove away the boss of the wild oxen.

- Pacify the ox leader once
- Pacify the ox leader twice
- Pacify the ox leader at least three times

Use the methods outlined in medal 035 to repeatedly pacify the wild oxen in the Eastern Wildlands. After your 20th pacification, when medal 035 turns gold, the ox leader appears in the cavern near the entrance to the Eye of the Rock. Run over there and pacify him by yanking out the sword and pitchfork that have been embedded in his back, then throw him down the way you would any normal ox.

046 Yum-Yum Skull

Eastern Wildlands

Hint: No one likes to have their meal interrupted—especially dogs. Let eating dogs eat.

Solution: A killer hound-type monster ate the skeleton's skull.

- Let the killer hounds eat at least one skull

When you knock the head off of a skeleton, the killer hounds happily take a bite at the skull. To earn this medal, simply let them finish it. Knock the skull off of a skeleton near a large pack of killer hounds, then use your powers to pick up the skeleton so it can't go after its head. Eventually, the skeleton breaks free, and you'll need to throw it and lift it again. Repeat the process until the hounds finally finish the skull.

047 Bring My Head Back

Eastern Wildlands or Chocobo Circuit

Hint: There's not much holding skeletons intact. A good blow might have them in pieces.

Solution: You threw a skeleton or kyokotsu and knocked its head off.

- Decapitate at least one skeleton

It isn't difficult to separate a skeleton's skull from his body. Any sort of toss does it, whether you lock on and jerk the skeleton to the side, lift the skeleton over your head and throw it at something else, or hurl something else into the skeleton.

048 Gardening

Forgotten Forest

Hint: Flying flowers are unnatural. They should be taught to keep their roots in the ground.

Solution: Using your powers, you grounded a flying bloomer and made it bloom.

- Plant at least one bloomer

Once you've locked on to a floating bloomer, you can attack it by swinging the Wii Remote upward, or knock off its pedals by swinging it left or right. But if you swing it downward, you'll plant the bloomer into the ground, rendering it immobile and earning yourself this medal.

049 FORGOTTEN FOREST CAMPAIGN

Forgotten Forest

Hint: Slay all the monsters in the Forgotten Forest and shut down the Miasma Stream.

Solution: You slew all the monsters in the Forgotten Forest and shut down the Miasma Stream.

● Shut down the Forgotten Forest Miasma Stream at least once

The Forgotten Forest is one of the easiest areas to clear, at least during your first visit (when pursuing Goldenrod). Since the area remains locked in the combat phase, you can take all the time you need to hunt down and destroy the three groups of enemies. If you find yourself getting low on health, look out for health-restoring Nuts in the trees.

050 ROCK GRABBING

"Getaway" sequence

Hint: If you grab the rock and do a high-speed turn, you might shake off your pursuers!

Solution: You grabbed a rock to make a sharp turn while fleeing from the cavalry.

● Grab the rock at least once

At about a minute and thirty seconds into your high-speed chocobo-cart escape from the royal army, Belle shouts that she's heading straight for a wall and has no time to turn. That's your cue to lock on to the glowing marker on a nearby boulder, and give it a shake to yank the cart to safety.

051 BRIDGE TOWN ROVER

Bridge Town Passage

Hint: Do you know the Bridge Town Passage? Maybe you should check it out.

Solution: You saw the ghost that haunts the Bridge Town Passage.

● Witness the Bridge Town rover at least once

After earning medal 152 ("Eye of the Rock Rover"), keep an eye out for another "I Saw a Ghost!" letter from the Mail Moogle. This one directs you to the Bridge Town Passage, which connects Bridge Town and Cid's Workshop Zone. Stand near the train tracks and wait for the Selkie Train to pass three times (it takes awhile for the first train to come, so be patient). As with all rover medals, note that you won't be able to see the ghost until after you've intercepted the mail.

052 HERO TRIAL: SHIP

Selkie Guild — Passageway

Hint: Split second decisions are needed to make your way through dimly lit ships.

Solution: You helped people in the Guild Ship Passageway.

● Save one to four people

● Save five to nine people

● Save at least ten people

After speaking to Vaigali in his stateroom, you'll face another "hero trial" on your way back to the upper decks. This time, a Selkie man comes rolling down the passageway stairs atop a barrel. Use your powers to grab him and set him safely down.

053 ARTEMICION

Various

Hint: It's a dangerous world. Desperate fugitives might be hiding nearby!

Solution: You encountered Artemicion.

● Encounter Artemicion one to four times

● Encounter Artemicion five to nine times

● Encounter Artemicion at least ten times

After his brief cameo during the Costa Faguita beach battle, the moogle Artemicion disappears. A bit later in the game, he'll begin to reappear from time to time in random locations, where he'll offer you a few bucks to keep quiet about his whereabouts. In particular, keep an eye out for him on Selkie Trains and in the Subterranean Ruins.

054 EXPLOSIVE SPIRITS

Lett Highlands

Hint: Bombs are meant to explode. All they need is someone to light their fuse.

Solution: You set a bomb alight, then hit it hard and used capture to make it blow.

● Make at least one bomb explode

To make a bomb enemy explode, damage it by throwing it, spinning it, or hurling objects at it until it's enveloped in flames. Then pick it up with your powers and give it a good toss to make it explode.

055 WILDLANDS STONEHEAD

Eastern Wildlands

Hint: A broken wall across the Wildlands. Bet a headbutt would take it down.

Solution: In the Eastern Wildlands, you used a wild ox to destroy the stone.

● Destroy the stone blockage at least once

When you cross through the arch that separates the farm area from the grazing area in the Eastern Wildlands, follow the wall to either side. You'll see discolored patches on the cliff faces where large stones have been set up to block a pair of cave entrances. Bait a wild ox into attacking you, and its headlong charge soon smashes the stone. In addition to the medal, one cave holds a chest full of cash, and the other conceals a passage to more hidden loot on the cliff above the farm.

056 BABBLING BROOK FISHING

Lett Aqueduct

Hint: Ah, the birds singing, the babbling brook… This is the life, eh?

Solution: You fished at the Lett Aqueduct.

● Fish one to four times

● Fish five to nine times

● Fish ten or more times

The Lett Aqueduct is a large area, so it isn't hard to miss the game's first fishing spot. After battling the bombs and goblins on the Lett Highlands, cross the bridge towards the Winery. The path to the Winery runs alongside a stream, and a lonely fisherman sits atop one of the islands near the cliff wall. Jump across and talk to him to try your hand at fishing.

057 Doggie Dash

Eastern Wildlands

Hint: What makes dogs happy? Walks? Little toys? Nah, it has to be…food!

Solution: You threw a killer hound-type monster a bone and made it sit up and beg.

Make a hound beg at least once

In the Eastern Wildlands, use your powers to pick up a bone and hold it over your head. Approach some of the killer hounds, and they'll sit and beg for it. You can use either the dried skulls that litter the area, a rib from the rib cage in the herding part of the map, or the heads of the enemy skeletons that come off when you throw them.

058 My First Yo-Yo

Various

Hint: Grab the materials that roller bugs drop.

Solution: You picked up a Yo-Yo.

Find at least one Yo-Yo

The roller bugs of the Forgotten Forest drop Yo-Yos, as do their helmet head cousins. You can also find a Yo-Yo in a chest in the capital's Airship Dock, but diligent readers of the UMA News most likely find their first Yo-Yo in issue three of the paper.

059 The Ties That Bind

Forgotten Forest, Cherry Checkpoint, or Winery Plaza

Hint: Some bugs can only form half a ball. But if two were joined together…

Solution: You threw two roller bugs together and made them fuse into a single ball.

Fuse two roller bugs together at least once

Roller bugs first appear in the Forgotten Forest area beyond the winery, and later at Cherry Checkpoint. Knock one onto its back by yanking it with your powers or throwing another object at it. Pick it up and hurl it into another bug to fuse them into a ball.

060 My First Spice

Various

Hint: Grab the materials that bloomers drop. There's a trick involved.

Solution: You picked up some Spice.

Find Spice at least once

To get the rare Spice drop out of the bloomers in the Forgotten Forest, use the method outlined in medal 070: pick up a fallen bloomer and use it to attack a second floating bloomer. The resulting explosion should scatter Spices and Four-Leaf Clovers over a wide area. If you miss the opportunity in the Forgotten Forest, you can find Spice in a chest in the Selkie Guild, or win it in battles with malboro and tonberry enemies.

061 Water Spray

Costa Faguita

Hint: A very dangerous water sport. Normally, this would kill you.

Solution: In Costa Faguita, you were blown away by a geyser.

Ride the geyser at least once

The small islands beyond the Costa Faguita pier are home to a powerful geyser that can blow you clean across the area. To take it for a ride, just swim out there, find the shallow beach where you can pull yourself onto the island, and run towards the spout.

062 Forbidden Falls Flags

High Tide Cove — Forbidden Falls

Hint: Send up streams of spray as you cut through the water and hit the flags.

Solution: At the Forbidden Falls, you scored 300+ points.

Score at least 300 points

Score at least 500 points

Score at least 1000 points

When you return to High Tide Cove later in the game, you'll find a bridge from the landmass with the pond and waterfall that connects to a higher cliff. A cave in that cliff leads to the Forbidden Falls, a white-water surfing mini-game that ends at the Selkie Guild. Aim for the white flags, as you did in Covenant Falls, with the goal of hitting as many in a row as possible to score a high combo modifier. The game autosaves as you enter the cave, so feel free to reset and reload as often as you need to.

063 Sailor Game

Selkie Guild

Hint: It's like playing Topple the Stick, only with a really, really big stick.

Solution: You knocked down the mast at the Selkie Guild.

Topple the mast one to four times

Topple the mast five to nine times

Topple the mast ten or more times

Use your powers to lift the cannonballs and hurl them into the large central mast of the Selkie Guild. After several explosions, the mast begins to wobble, and after a few more hits, it topples over. Repeat this process on subsequent visits to turn your medal gold.

064 Beware of Fire

Lett Highlands

Hint: Burning bombs should be avoided, though they can be extinguished. Do you know how?

Solution: You used water to extinguish a burning bomb.

Extinguish at least one bomb

Set a bomb aflame by spinning it, picking it up, and throwing it into other things. As you're messing with the bomb, maneuver it towards a bucket of water—you can find one at the downstream end of the river, and another by the sign outside of the fenced area with the bells. When the bomb is burning, toss the water bucket at it to extinguish the flames and earn the medal.

FISHING FOR THE GOLD

Fishing Medals

056 Babbling Brook Fishing
066 Babbling Brook Rare Catch
079 Wild Waves Rare Catch
080 Wild Waves Fishing
084 Setting Sun Rare Catch
094 Setting Sun Fishing
201 Red Leaf Fishing
209 Fountain Fishing
210 Fountain Rare Catch
211 Red Leaf Rare Catch
212 Chilly Fishing
213 Chilly Rare Catch
218 Legendary Rare Catch
219 Legendary Fishing
267 Fishing Mania

There are no less than 15 medals that involve fishing. That includes two for each fishing spot: one just for trying it out, and another for hooking rare fish. The 15th medal, "Fishing Mania," is based on the total number of fish you've caught across all fishing spots. All of these medals are very easy to earn, at least at a bronze level. Elevating the normal fishing medals to gold is merely a matter of persistence; you have to fish ten times. But earning the gold in the "rare catch" medals can be tough, especially since there appear to be only two rare fish in each fishing area.

To lure out rare fish, catch the same fish over and over again. Some fish are harder to catch than others, or come out in less convenient areas of the pond, so find the fish that's easiest to net, and fish for it exclusively. To catch a fish, lock on to it, and yank your Wii Remote upwards when your remote shakes and the icon appears on screen. If you fail, don't panic; you can keep the lock or quickly reestablish it while the camera has zoomed in on the escaping fish. If you succeed, don't waste time admiring the captured fish that's displayed on the screen; lock on to the next one immediately.

Clavat Fisherman

sigh Fishing by my lonesome is so dull. How about it, lad? Fancy joining me?

The water here is said to have healing properties, although its t

To make the first two rare fish appear, catch three of the same fish. At that point, the next fish that appears will be either the "rare" fish, the "legendary" fish (listed as "???" on the results screen), or an overly large version of the fish you caught three of. If you get the latter fish instead of a rare fish, catch it or any other fish so the rare fish has a second chance to appear. The rare ones always show up eventually.

Clenching Cod
00:48:08
6
Cancel

You caught an elder carp!

To land the ultra-rare target that elevates the "rare catch" medals to gold, you must fish up eight of the same fish, as well as that spot's legendary fish. (You do not need to catch the merely "rare" fish.) This final target isn't a fish at all: it's a swimming local! Hook 'em as you would any other fish, and they'll sit beside you and cheer you on!

00:02:60
Cancel

065 MY FIRST METAL LIGHTER

Various

Hint: Grab the materials that bombs drop.

Solution: You picked up a Metal Lighter.

● Find at least one Metal Lighter

Bombs (and their relatives, such as clusters and claymores) drop Metal Lighters, but you can find one even earlier if you're keeping up with the UMA News. Grab a copy of Issue 2 on your way out of Bridge Town, and you should find a free lighter inside.

066 BABBLING BROOK RARE CATCH

Lett Aqueduct

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at the Lett Aqueduct.

● Catch one rare species
● Catch two rare species
● Catch three rare species

Catching the first two rare species is fairly easy; just catch any fish three times in a row, and the rare fish begin to appear as the existing fish are caught. But to earn the gold medal, you'll need to make the super-rare species (a swimming local) appear by catching eight of the same normal fish and at least one of this pond's legendary fish (The Wheezer).

067 BIRD LOVER

Lett Aqueduct

Hint: Why not raise a little bird? Their songs are good for the soul.

Solution: At the Lett Aqueduct, you hatched a baby chick.

Hatch one or two chicks

Hatch three or four chicks

Hatch at least five chicks

As you walk the Lett Aqueduct trail towards the Vineyard, you'll find a young woman near a structure with three bells. Follow her advice and use your powers to give the bells a ring. Then set the Wii Remote down; eventually Layle sits down and a bird comes to nest on his head. When it flies off several seconds later, you'll earn the bronze medal. To upgrade to silver or gold, you'll need to repeat the process several times, ringing the bells anew each time.

068 RAINBOW GRAPE CONTEST

Vineyard

Hint: Who knew grape-picking could be so much fun?

Solution: You won a grape-picking contest at the Vineyard.

Win one to four contests

Win five to nine contests

Win ten or more contests

After witnessing the event with Keiss on your first trip to the Rainbow Vineyard, leave the area and come back (or save and reload) and you'll find an old man in the courtyard. He'll invite you to participate in a grape-picking contest. Players are given a minute to pick as many grapes as they can, and earn points for picking the ripest ones. You'll need to win the contest to earn the medal, and win it several more times to raise it to a gold. The vineyard master sends you cash rewards via Moogle Mail soon afterward.

069 PINBALLER

Forgotten Forest or Cherry Checkpoint

Hint: Pinballing spherical objects is a lot of fun! Say, isn't there a bug shaped like a ball?

Solution: Using your powers, you rolled a roller bug ball.

Roll a fused roller bug at least once

After turning two roller bugs into a ball by throwing them at each other (and earning medal 059 in the process), lock on to the ball and swing your Wii Remote to either side. You'll send the ball careening in that direction and earn this medal for your efforts.

070 POLLEN BEARER

Forgotten Forest

Hint: Bloomers shed pollen when they are struck. Perhaps you can help the natural process…

Solution: You smashed flying bloomers into each other, causing pollination and then death.

Pollinate bloomers at least once

Lock on to a bloomer that's floating in midair (if they're all planted, pull some up) and give it a spin to knock off its pedals and send it flopping to the ground. Lock on to it and pick it up, and it should begin emitting a cone of pollen. Point the cone at another floating bloomer and press B to release it— both bloomers then explode, earning you the medal and scattering Spice and Four-Leaf Clovers everywhere.

071 MY FIRST TONGUE

Various

Hint: Grab the materials that ahrimans drop.

Solution: You picked up a Tongue.

Find at least one Tongue

Ahriman enemies frequently drop Tongues, but you'll have two earlier opportunities to find a Tongue in the Selkie Guild. The first Tongue can be found in Issue 4 of the UMA News, which you should be able to pick up from a newsstand in the Ship Passageway. A little deeper into the ship, you can find a Tongue in a treasure chest directly below Vaigali's living area.

072 COVENANT FALLS FLAGS

Selkie Guild — Covenant Falls

Hint: Send up streams of spray as you take a shortcut and hit the flags.

Solution: At the Covenant Falls, you scored 300+ points.

Score at least 300 points

Score at least 500 points

Score at least 1000 points

The Covenant Falls connect the Selkie Guild area with High Tide Cove. As you slide down the rushing water, your goal is to hit as many of the white flags as possible while avoiding the red ones. To earn the highest scores, you'll need to rack up a large combo by hitting as many consecutive white flags as possible; combos matter far more than total flags hit. It takes awhile to get the hang of the controls, but you can reset at the end of the mini-game and reload your autosave to try again.

073 PIRATE SHIP AREA

Selkie Guild

Hint: There's an old saying: only fools and Selkies like heights. So, which are you?

Solution: You walked the tightrope at the Selkie Guild.

Complete the tightrope circuit at least once

Return to the Selkie Guild after acquiring the ability to warp (but not during the period in which the Selkies are away). Climb the mast near the entrance to the ship's interior, and step onto the tightrope to begin a mini-game in which you have one minute to walk and slide across three tightropes. Use your powers to hurl the kid on the tightrope out of your way, and use your camera controls so you'll have a straight shot down the ropes.

074 TOP BREEDER

Lett Highlands

Hint: Dogs just want to have fun.

Solution: In the Lett Highlands, you threw a bone to the sheepdog.

- ● Throw a bone 1-15 times
- ● Throw a bone 16-29 times
- ● Throw a bone 30 or more times

To earn this medal, pick up the Beast Bone that can be found near the corral during the non-combat phase in the Lett Highlands. With the bone held over your head, find the herding dog that should be running around in the area. It sits up and begs when you approach it. Throw the Beast Bone to earn the medal, and keep throwing it to raise it to a gold.

075 LETT HIGHLANDS CAMPAIGN

Lett Highlands

Hint: Slay all the monsters in the Lett Highlands and shut down the Miasma Stream.

Solution: You slew all the monsters in the Lett Highlands and shut down the Miasma Stream.

- ● Shut down the Lett Highlands Miasma Stream at least once

To clear the Lett Highlands, pick up goblin hunters and blast your foes with arrows to weaken them, then use flaming bombs to finish off the goblins. There are usually several packs of enemies scattered throughout this large area, so you can't afford to waste time. As soon as one group is finished, use your radar to begin rushing to the next.

076 MY FIRST PRISM

Various

Hint: Grab the materials that flans drop.

Solution: You picked up a Prism.

- ● Find at least one Prism

If you can't earn a Prism from the flans in Costa Faguita or Cherry Checkpoint (picking them up and tossing them into things seems to be your best bet—see medal 099), you can buy one from the moogle shop in the Capital's Shuttle Central Platform, or find one by following the second weekly treasure hunt.

077 MY FIRST TASTY TIDBIT

Various

Hint: Grab the materials that sahagins drop.

Solution: You picked up a Tasty Tidbit.

- ● Find at least one Tasty Tidbit.

Your first opportunity to find Tasty Tidbits occurs at the High Tide Cove, where you can beat them out of the aquatic sahagin enemies. For best results, use your powers to pick up an electric jellyfish (or another sahagin) and use them to defeat your target.

078 BOTTOM OF THE WELL

Vineyard

Hint: So you like closed, dark places? Say, for example, at the bottom of wells?

Solution: You witnessed the story of the youth who lives in the Vineyard well.

- ● Witness the entire boy-in-the-well saga

A man lives in the well at the bottom of the Vineyard, where the other workers have sent him as punishment for his indolence. Use your powers to lock on to the rope that dangles down from the surface, and jerk it directly down. As promised, the other workers drop down some food—at first. Visit the man again and again, stopping in at the Winery's Plaza between visits. Each time you visit, yank the rope to advance this strange tale by one act. You'll earn the medal at the story's end.

079 WILD WAVES RARE CATCH

High Tide Cove

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at High Tide Cove.

- ● Catch one rare species
- ● Catch two rare species
- ● Catch three rare species

The coral reefs of High Tide Cove provide shelter for the rare marco octopus and tipping trout. Catch three of any normal fish to start making these rare fish appear, and catch eight of any normal fish along with a tipping trout to make the third and final rare species appear.

080 WILD WAVES FISHING

High Tide Cove

Hint: Surf fishing is real fishing. Don't you agree?

Solution: You fished at High Tide Cove.

- ● Fish one to four times
- ● Fish five to nine times
- ● Fish at least ten times

The High Tide Cove fisherman has picked a nice spot on a small island near the cove wall. You only need to fish once to earn a bronze medal, but you'll need to stick to it to earn the gold.

081 HIGH TIDE COVE CAMPAIGN II

High Tide Cove

Hint: Slay all the new monsters in High Tide Cove and shut down the Miasma Stream.

Solution: You slew all the new monsters in High Tide Cove and shut down the Miasma Stream.

- ● Shut down the second High Tide Cove Miasma Stream at least once

If you've completed the first High Tide Cove campaign, you'll find a second campaign waiting when you revisit the area later in the game. The big difference this time is that ahrimans have replaced the electric jellyfish, which shouldn't impact your strategy much. Use your foes to blast each other and take out the survivors with the projectile weapons scattered around the battlefield.

082 TURTLE PAYBACK

Costa Faguita

Hint: Why don't you help the turtle? I bet he'll be grateful.

Solution: In Costa Faguita, you rescued the bullied turtle.

- Discover one to four payback stashes
- Discover five to nine payback stashes
- Discover ten or more payback stashes

On the beach near the cave to Hush-hush Pond, a cruel Selkie man is tormenting a turtle with an endless series of running kicks. Repeatedly grab the man in mid-run and throw him down to protect the turtle. What makes this medal tricky is that you don't earn the medal for saving the turtle, but instead by discovering the presents the turtle leaves for you as a reward. As you're fighting off the Selkie, follow the turtle and scan the path it travels with your cursor. When a "???" marker pops up, lock on to it and pull up to reveal a massive cash prize of around 1000 gil.

083 OCEANOGRAPHER

"Beach Battle" sequence

Hint: These slow sea creatures can't escape your powers.

Solution: In the beach battle, you played with all the sea creatures.

- Play with all the sea creatures at least once

To earn this medal, you'll need to focus on the creatures that swim by in the background of Belle's beach battle. Lock on to each in turn and swing the Wii Remote in any direction to add it to your tally. The creatures include all three sea urchins, the sea turtle, octopus, swordfish, and dolphin. (You can't lock on to the whale.) If you miss a critter, just let Belle lose and opt to continue—you don't need to catch them all during the same battle to earn the medal.

084 SETTING SUN RARE CATCH

Selkie Guild

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at the Selkie Guild.

- Catch one rare species
- Catch two rare species
- Catch three rare species

In the water beside the Selkie Guild ship, a lone fisherman has discovered a nice open spot where the fish have few places to hide. Hook three of any normal species to make the rare marco and tipping tout appear. Hook eight of any normal fish as well as a tipping trout to lure out the final rare "species."

085 HIGH TIDE COVE CAMPAIGN

High Tide Cove

Hint: Slay all the monsters in High Tide Cove and shut down the Miasma Stream.

Solution: You slew all the monsters in High Tide Cove and shut down the Miasma Stream.

- Shut down the High Tide Cove Miasma Stream at least once

The key to clearing the High Tide Cove in the limited time allotted is staying on dry land—if you get knocked in the water, you'll waste valuable time swimming to a shallow beach where you can pull yourself up. Start the battle at the top, near the waterfall, and work your way down. Fish up sahagin and use their water-spitting abilities to destroy the electric jellyfish, then throw them at each other. You can also make powerful projectile weapons out of the Cannon Shell and Anchor near the cave to Hush-hush Pond.

086 ROD AND LURE

High Tide Cove or Silent Spring

Hint: Try fishing for fishy monsters. The trick is to read their movements.

Solution: Using your powers, you fished up a sahagin.

- Fish up a sahagin at least once

To reel in a sahagin, lock on to it when it's swimming in the water, and hold the lock until it leaps into the air. Then swing your Wii Remote downward to send it flopping onto dry land. Note that you'll only earn the medal if it lands on solid ground, so position yourself so that there is an island beyond the body of water in which you're fishing.

087 ROD AND LURE PT. 2

High Tide Cove or Silent Spring

Hint: Try fishing for fish monsters. Even if they have legs.

Solution: Using your powers, you fished up a legged sahagin.

- Fish up a legged sahagin at least once

In addition to the flopping, legless sahagin, there are a few in High Tide Cove and the Silent Spring that possess short legs that allow them to walk on land. If you see any on land, pick them up and drop them into the water. Then, as in the original Rod and Lure, lock on, wait for them to leap, and swing the Wii Remote downward to knock them back to terra firma.

088 COSTA FAGUITA CAMPAIGN

Costa Faguita

Hint: Slay all the monsters in Costa Faguita and shut down the Miasma Stream.

Solution: You slew all the monsters in Costa Faguita and shut down the Miasma Stream.

- Shut down the Costa Faguita Miasma Stream at least once

There are only a handful of monsters in Costa Faguita, making it one of the game's easier campaigns. The enemies tend to gravitate to the island with the geyser, so you'll want to be in that area when the Miasma Stream appears. Getting around the islands can be time-consuming, but if you end up in the water, you can still attack the jellyfish by locking on to them and swinging the Wii Remote upward to pull yourself towards them.

089 NEW GENERATION

Costa Faguita or Cherry Checkpoint

Hint: Flans are sticky, so they don't bounce around easily. Practice makes perfect…?

Solution: Using your powers, you pulled a flan apart.

- Pull off at least one lil' flan

Lock on to a flan and jerk the Wii Remote upward to yank off a piece. That piece becomes the first in a new generation of "lil' flans." Picking flans apart creates a lot of new enemies, but they're all very easy to defeat, and this tactic increases your odds of getting Life recovery and item drops.

090 SECRET HOARD

High Tide Cove

Hint: The hoard octopus builds nests in coves. Don't get greedy, or you'll get inked.

Solution: In High Tide Cove, you stole gil from the hoard octopus nest.

- Steal at least 1 gil from a nest
- Steal at least 300 gil from nests
- Steal at least 900 gil from nests

Hoard octopi have made secret treasure stashes in the barnacles that can be found just above water level in High Tide Cove. During the enemy-free phase, drag your cursor over barnacles until you see the "Hoard Octopus Nest" label. Lock on to the nests and repeatedly yank the Wii Remote to pull out coins and, ultimately, their octopi inhabitants. Gold and silver coins only come out on the first few pulls, so you should search out multiple nests instead of continuously raiding the same one.

091 DEATH RAYS AMOK

Pilgrim's Ice Cave

Hint: Ahrimans are frightening beasts that shed tears like death rays.

Solution: You knocked down an ahriman, making it release its death rays.

- Knock down an ahriman at least once

Knock down an ahriman by locking on to it and yanking it up or down, or hurling an object or another enemy at it. When it rises again, it begins firing its death rays wildly—grab it before it rises so you can use the death rays to blast other foes.

092 GREAT WALL

"Beach Battle" sequence

Hint: Show off your skills and knock the projectiles away.

Solution: You blocked all obstacle types, and had more than 10 total blocks.

- Score 10-19 total blocks
- Score 20-29 total blocks
- Score 30 or more total blocks

This medal tests your ability to yank objects out of midair. The total amount of blocks you pull off determines the quality of the medal, but you won't win any medal at all unless you've managed to block one of each of the three obstacle types. You have plenty of chances to catch a beachball and coconut, but the fireball only comes at the very end of the battle, and always from the upper left corner of the screen. Make sure to stall the battle until it appears—save Belle if she stumbles, but don't help her win.

093 VICTORY'S REWARD

"Beach Battle" sequence

Hint: To the victor go the spoils, but only after she's won.

Solution: You helped Belle win the Beach Battle.

- Win the Beach Battle at least once

To clinch the victory for Belle during the Beach Battle, you'll have to be subtle. Focus on protecting Belle by knocking away beachballs and pulling her back when she's about to fall. Don't turn your powers against her foe until Belle makes the first move. When Olga is teetering on the edge, lock on and yank her into the sea.

094 SETTING SUN FISHING

Selkie Guild

Hint: They say sunset is the best time for ocean fishing.

Solution: You fished at the Selkie Guild.

- Fish one to four times
- Fish five to nine times
- Fish ten or more times

You'll find the Setting Sun fisherman beneath one of the platforms that lead to the Selkie Guild. You only need to fish once to earn the medal at the bronze level. In this wide-open spot, it's pretty easy to snare rare species and pick up medal 84 as well.

095 EASIER THAN RIDING A CHOCOBO

Edge of Oblivion

Hint: Hop on board the mystery monster express. Heroes only!

Solution: Somewhere between Existence and Oblivion, you jumped onto a zu.

- Ride at least one zu

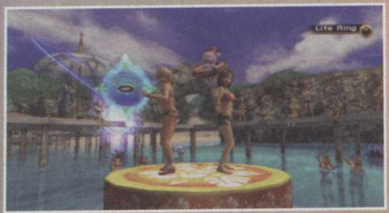
There's no way to miss this one. You'll be stranded on the first platform in the Edge of Oblivion until you lock on to one of the hovering zu and pull yourself up for a ride.

A GOLD MEDAL DAY AT THE BEACH

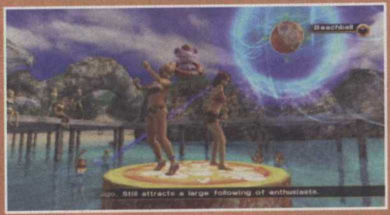
Beach Battle Medals

083 Oceanographer
092 Great Wall
093 Victory's Reward
103 Guardian Angel
104 Ring Toss King

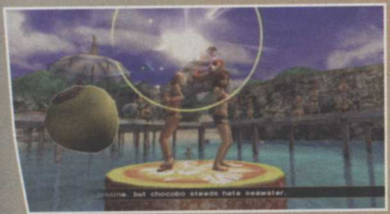
Ostensibly, you're participating in the Costa Faguita Beach Battle in order to help Belle beat Olga by protecting her from enemy projectiles, pulling her back to the stage when she stumbles, and giving Olga the final pull into the ocean when her own balance falters. But there's a lot going on in the background, and everything you can interact with plays a part in some medal or other. You can actually earn all five of the Beach Battle medals the first time you play—and you might as well, since it won't be any easier later in the game. The trick is to intentionally lose until you've scored the "Oceanographer," "Great Wall," and "Ring Toss King" medals, and have put up a flawless defense to put yourself in line for the "Guardian Angel" medal as well.

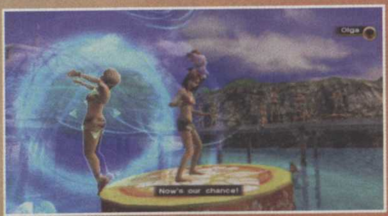


Nothing happens during the first 35 seconds of the battle, so take that time to locate the two life rings on the pier, lock on to them, and give them a good upward yank. If you get lucky, they'll land on Artemicion (the moogle judge), and you'll earn the "Ring Toss King" medal. (If one or both bounce off, you'll have to lose and try again.) When you're done with the life rings, toss the three sea urchins in the background in any direction. That's three out of the seven animals you need to "play with" to earn the "Oceanographer" medal—during the battle, watch for the turtle, octopus, swordfish, and dolphin that swim by, and give them each a good toss as well.



"Great Wall" and "Guardian Angel" revolve around protecting Belle from the objects that are thrown at her. Most objects come from the right, so a solo player should keep his or her pointer in the upper right corner of the screen, roughly where the item labels appear. Hold down B so you'll automatically lock on to anything that goes by your cursor, and immediately flick your wrist in any direction to send the projectiles soaring away from Belle. Later in the match, spectators start throwing coconuts, and in the final seconds of the match, a fireball inexplicably soars at Belle from the left side of the screen. To earn the "Great Wall" medal, you'll need to repel not just a high volume of objects, but one of each type—that means that you absolutely have to repel that fireball.





Protecting Belle completely to earn the "Guardian Angel" medal is tough for a single player. But if you have a second player, one player can guard Belle's right while the other protects her left. When going for this medal, it's important to let the blue beachballs through—those are headed for Olga, not Belle (it's OK to lock on to them, just don't flick them away). Those blue beachballs give you the opportunity to win by locking on to Olga and yanking her to the left immediately after Belle knocks her to the edge. Any victory gives you the "Victory's Reward" medal as well.

096 INSTANT CHARGE

High Tide Cove or Costa Faguita

Hint: Electric jellyfish float in the air using electricity. What if you added more…?

Solution: You enlarged an electric jellyfish by zapping it with electricity.

● Charge at least one jellyfish

Electric jellyfish first appear in High Tide Cove, but it's easier to find two that are close to each other in Costa Faguita. To earn this medal, maneuver two jellyfish near each other (by lifting one with your powers and carrying it to the other, for example), and wait for one to get an electrical charge. Force it to make contact with the second jellyfish (by spinning it, carrying it over, or causing a Tesla Strike), and the electrical charge soon spreads.

097 HERO TRIAL: STAIRS

Grassland Station

Hint: Split second decisions are needed to use steep stairs.

Solution: You helped people on the stairs of Grassland Station.

● Save one to four people

● Save five to nine people

● Save at least ten people

As in the Lett Aqueduct, a fruit saleswoman at the top of the Grassland Station stairs has a terrible accident, and you'll need to act quickly to pull her off her rolling pumpkin. This won't occur on your first visit to Grassland Station. To trigger the event and earn the medal, you'll need to return to Grassland Station at some point after taking the train to Red Leaf Station.

098 GROWN-UP YET?

Capital — Queen's Garden

Hint: Sure, you're a grown-up now, but hide-and-seek is still fun!

Solution: In the Queen's Garden, you found the kids playing hide-and-seek.

● Find at least 3 kids

● Find at least 16 kids

● Find at least 34 kids

You'll spot a word bubble floating amidst the flowerbeds in the Garden Entrance. Pull the kid out of there and agree to play a game of hide-and-seek with him. You'll find one of his friends near the entrance, one in the flowerbeds, and one atop the arches that you can leap to from a platform at the top of the stairs. To elevate your medal from bronze to silver or gold, you'll need to win eight more rounds of hide-and-seek. The kids move to new hiding spots each time, and the number of hiding kids gradually increases.

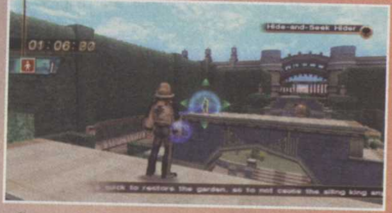
A GOLD MEDAL GAME OF HIDE-AND-SEEK

Hide-and-Seek Medals

098 Grown-Up Yet?

Players aiming for a complete set of gold medals will have to win at the hide-and-seek game nine times. (You can spread this out over as many visits as you like, but you'll never need to replay already completed rounds.) While hide-and-seek is fairly easy at first, it gets quite difficult as more kids join the game and they find more challenging hiding spots. For clarity, when we refer to cardinal directions, Altifaria City is to the north, while Grassland Station is to the south. If you're in the Queen's Garden and facing towards Altifaria City, west is to the left and east is to your right.

Round 1 (Three Lilty Children)

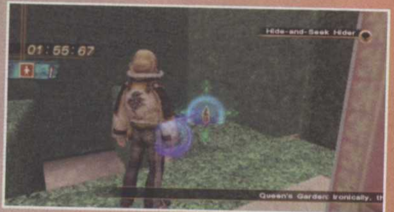


For the first child, climb onto the archway directly above Layle where he starts.

Facing north from this location, fall into the flowerbed to the left. The second child is hiding among the flowers in the middle flowerbed.

Turn Layle around and run across the central garden, towards the Grassland station. Just before Layle reaches the hall with the exit, turn to the left to spot the final Lilty child.

Round 2 (Three Lilty Children)

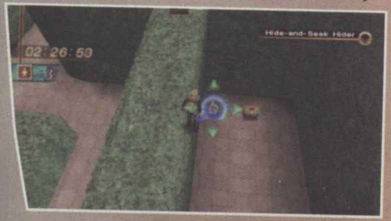


Start again by climbing on to the archway directly above where Layle starts. The first Lilty child is hiding in the insets on the west side of the northernmost archway.

Turn Layle around, and climb up on to the southernmost archway. Jump across to the last hedge platform for the second child.

Jump back to the archway, and get Layle on the moving platform to his right. Ride this platform to find the final child on top of the hedges, along with a treasure chest.

Round 3 (Three Lilty Children)

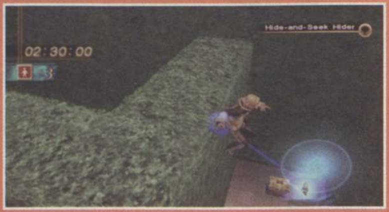


Climb up the archways where Layle starts and take the west moving platform to the end of its path. Run forward and drop down to the floor to find the first Lilty child next to a treasure chest.

Exit the hedge maze (you may need to raise one of the gates to get out if you haven't done so already) and have Layle climb up the southern archways. The second Lilty child is hiding in the insets on the east side of the southernmost archway.

Take the platform next to the hiding spot of the second Lilty. At the end of its path, drop down to the right to find the final Lilty next to a treasure chest.

Round 4 (Three Lilty Children)

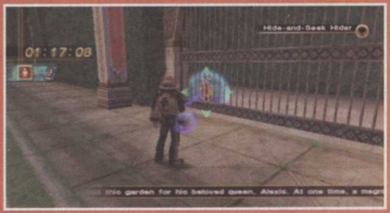


Climb up the archways where Layle starts and take the east moving platform to the end of its path. Drop down to the right at the end of its path. The first Lilty child is found here, next to a treasure chest.

Exit the maze, then run to the southern flowerbeds. The second Lilty child is hiding amongst the flowers of the southeast flowerbeds.

Similarly, the third and final child this round is hiding in the southwest flowerbeds.

Round 5 (Four Lilty Children)



this garden for his beloved queen, Alexis. At one time, a magn

Start again by climbing on to the archway directly above where Layle starts. The first Lilty child is hiding in the insets on the east side of the northernmost archway.

Dropping down to the ground floor, circle around the flowerbed to the east and enter the north gate of this hedge maze. The second Lilty child is directly to Layle's left once you pass under the north gate.

Return to the center of the garden, and head towards the large gate west of the Queen's statue. The third Lilty child can be seen here on the other side of the gate, and can be targeted through the bars.

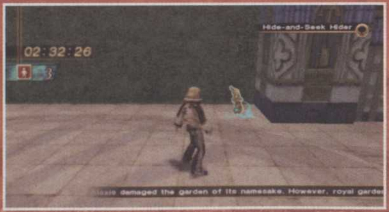
Climb to the top of the southernmost archway, and take the moving platform to the east. Ride this platform to find the final child on top of the hedges, next to a treasure chest.

Round 6 (Four Children)

From where Layle starts, enter the flowerbeds to the right. Search the northernmost flowerbed here for the first Lilty child.

Continue running north, towards Altifaria City. Take the stairs directly in front of you, and hug the right wall once you reach the top. The second Lilty child is behind the column at the end of this wall.

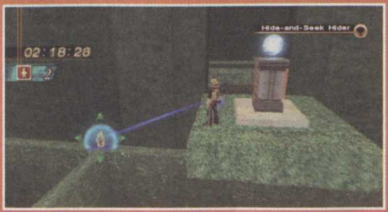
Using the central ledge at the top of this stairwell, jump back across the two hedge platforms to the archways. Take the west moving platform to the end of its route to find the third Lilty child on top of the hedges.



damaged the garden of its namesake. However, royal garde

Drop down to the left of the hedge the third child was found on. The fourth Lilty child is right here on the ground floor.

Round 7 (Four Children)



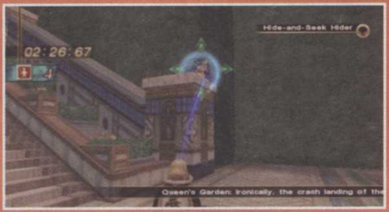
From where Layle starts, enter the flowerbeds to the left. Search the northernmost flowerbed here for the first Lilty child.

Have Layle climb up the nearby archways, and jump across to the northernmost hedge platform to find the second Lilty child.

Return to the archways, and rotate the camera to look at the hedge surrounding the flowerbeds to the east. The third child is on top of the hedge there—use the east moving platform to get close enough to target him.

Drop off the moving platform and head to the southernmost archway. Climb on top of it and take the moving platform to the west. At the end of its path, drop straight down to the to find the fourth Lilty child on the ground floor of the hedge maze next to a treasure chest.

Round 8 (Five Children)



Queen's Garden: Ironically, the crash landing of the

Start again by climbing on to the archway directly above where Layle starts. The first child is on top of the hedge directly west of this location.

After tagging the first child, head north towards Altifaria. Approach the base of the eastern stairwell, and look on top of the end column to find the second Lilty Child.

Climb to the top of the steps. The third Lilty child is found in a similar position, on the column at the top of the western stairwell. (Though difficult, it is possible to reach the child at lower focus levels.)

Using the central ledge at the top of this stairwell, jump back across the two hedge platforms to the archways, then take the east moving platform to the end of its path. Run forward off the edge of the platform to find the fourth child next to a treasure chest.

Return to the center of the garden, and head towards the large gate west of the Queen's statue. The fifth Lilty child can be seen here on the other side of the gate, and can be targeted through the bars with a high enough focus level. If you can't reach the child from that position, enter the hedge maze and follow the wall closest to the courtyard.

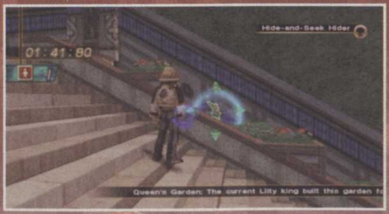
Round 9 (Five Children)

When the round starts, turn Layle around and run across the central garden, towards the Grassland station. Just before Layle reaches the hall with the exit, turn to the right to spot the first Lilty child.

Facing north, towards Altifaria City, a second Lilty child is found in front of the arches, on the left side.

Pass under this first arch, and look right to find the third Lilty child.

Continue north, and approach the large gate east of the Queen's statue. The fourth Lilty child can be seen here on the other side of the gate, and can be targetted through the bars.



Queen's Garden: The current Lilty king built this garden fo

Still continuing north, climb the eastern stairwell to Altifaria City. Look at the hedge blocks lining the east wall to find the final Lilty child as you near the top of this stairwell.

The gold medal is yours!

099 CROWNED FLAN

Costa Faguita or Cherry Checkpoint

Hint: Do you think there's a more efficient way to fragment flans?

Solution: You captured a flan and smashed it into pieces against the ground.

Splatter at least one flan

If you lock on to a flan and attempt to knock it down, you'll only succeed in pulling out lil' flans. To lift a flan, you must first hit it with an object and reduce it to a spreading puddle. You can then lift it and hurl it into a wall or other environmental object (such as a tree) to splatter it apart and earn the "Crowned Flan" medal.

100 JUMBO FLAN

Costa Faguita or Cherry Checkpoint

Hint: Fragmented flans join together again very quickly. One wonders how large they can get…

Solution: You fused flans until they reached the maximum possible size.

Fuse together one jumbo flan

Flans first appear in Costa Faguita, but this medal is a lot easier to earn on the solid ground of Cherry Checkpoint. Get the two flans on the battlefield together and use your powers to pick one apart until there's nothing but an army of lil' flans left. Let the lil' flans fuse into the other flan (if any get left behind, pick them up and toss them into it yourself), and when all of the lil' flans have merged, you should end up with a jumbo flan.

101 INSPIRING TEARS

Pilgrim's Ice Cave

Hint: Ahriman death rays turn solid when they are slain.

Solution: You defeated an ahriman while it was firing its death rays.

Knock at least one ahriman out of its death ray phase

Few things are more dangerous than an ahriman firing death rays willy-nilly throughout the battlefield. Deal with these activated ahriman promptly, by either spinning them down and picking them up, or hurling an object or another foe at them. A good beating can shut off the death rays—it isn't necessary to kill the ahriman to earn the medal.

102 NO SWIMMING

Costa Faguita

Hint: They always say, "don't swim out too far"! But how far is too far?

Solution: In Costa Faguita, you were blown away by a killer whale.

Go for at least one whale ride

Wondering how far out you can swim into the dark blue seas beyond the coast? Give it a try, and a killer whale soon appears to answer the question. The experience earns you a medal and a free ride back to shore.

103 GUARDIAN ANGEL

"Beach Battle" sequence

Hint: The beachballs are distracting Belle. What if you grabbed them in mid-air?

Solution: In the Beach Battle, you didn't let Belle get hit even once.

Protect Belle from ever getting hit at least once

This one's a lot easier to pull off if you have a second player, so that one person can protect Belle from objects coming from the right while the other protects her from the left. If you're stuck playing solo, your only real option is to park your pointer near the upper right corner of the screen, lock on to and flick away every beachball that appears, and pray nothing hits Belle from the left. (Sadly, you'll only get that lucky around 10% of the time.)

104 RING TOSS KING

"Beach Battle" sequence

Hint: You can use your bearer powers to toss life rings.

Solution: In the Beach Battle, you threw both life rings over Artemicion.

Get both rings around Artemicion at least once

During Belle's Beach Battle in Costa Faguita, you can see two red-and-white life rings on the pier in the background. When each life ring comes into view, lock on to it and give it a solid yank upward to send it flying onto Artemicion's head. You'll have to loop both rings around him during the same battle in order to earn the medal.

105 BAHAMUT FLYER

"Bahamut Strike" sequence

Hint: Let Bahamut pull you into the air and see how long you can fly.

Solution: You were dragged through the air by Bahamut for 30 seconds or more.

Ride Bahamut for 30 or more seconds at least once

After hitting Bahamut three times with the Rusty Sword and moving onto the second phase of the fight, lock onto the giant dragon but DO NOT pull yourself up for a ride. It may take a few tries, but if you hold the lock on Bahamut he should eventually yank you off your rock and pull you along by your capture beam. Let at least 30 seconds elapse before you shake the remote to pull yourself over to Bahamut, and you'll earn the medal when you grab onto him.

106 TESLA STRIKE

High Tide Cove

Hint: Electric jellyfish float in the air using electricity. What if lightning struck them…?

Solution: Using your powers, you made an electric jellyfish release lightning.

Make a jellyfish release lightning at least once

To perform a Tesla Strike, wait for sparks to appear around an electric jellyfish while it's floating in midair, then lock on to it with your powers. Swing the Wii Remote downward to fire off a shocking burst of energy.

107 GARDENER DEBUT

Capital — Queen's Garden

Hint: A garden in the capital deserves to be dressed up, don't you think?

Solution: In the Queen's Garden, you tried your hand at creating a garden.

● Create at least one garden

Speak to the gardener in the Queen's Garden (near the Grassland Station), and take him up on his offer to design a garden. The game doesn't judge you on your artistic sense—all you need to do to earn the medal is place at least one object and then select "finish arrangement." To earn the medal without changing the garden at all, press B when the gardener asks if you want to start from the beginning, and then select "finish arrangement."

108 DECLARATION OF A ROMANTIC

Cherry Checkpoint

Hint: The falling petals are like a declaration of love.

Solution: At Cherry Checkpoint, you collected a flower petal within the time limit.

● Collect one to four petals

● Collect five to nine petals

● Collect at least ten petals

You can start up the petal-collecting game at any time during the Cherry Checkpoint's non-combat phase. To begin, just lock on to one of the large, shimmering petals that are falling from the trees. You'll then have a minute to collect as many as you can by locking on and pulling the petals towards you. In addition to earning higher quality medals, players who catch large amounts of petals can earn rare materials like Designer Darts and Stuffed Specimens.

109 SELKIE TRAIN ROVER

Selkie Train

Hint: You know the tunnel leading to the Selkie Train? Check it out!

Solution: You saw the ghost that haunts the Selkie Train.

● See the Selkie Train ghost at least once

The Selkie Train is the fourth location in the ghost-hunting subquest. As with the previous three, you won't be able to see the ghost until you intercept a letter from the Mail Moogle discussing a ghost sighting on the train. Ride the train from anywhere to Prison Sands Station, and run to the last room in the sleeping car. Stare out of the window as the train runs through the tunnel, which occurs about 30 seconds into the ride.

110 SEEK MEISTER

"Runaway Train" sequence

Hint: Escape, quickly. Heroes know when to move fast.

Solution: You escaped from the train within ten minutes.

● Escape within ten minutes

● Escape within nine minutes

● Escape within eight minutes

You can earn four different medals in the Selkie Train escape sequence that occurs when you leave Costa Faguita. This is the easiest of the bunch—eight minutes leaves you plenty of slack with which to carefully time guard movements before stepping out to advance through the passenger cars. Save your game before you board the train, so you can reload and make a perfect escape once you have the hang of it. That move earns you medals 119, 120, and 130 as well.

111 FAREWELL, CITY STREETS

Grassland Station

Hint: Board the Selkie Train at the Grassland Station.

Solution: You boarded the Selkie Train at Grassland Station.

● Board the train at Grassland Station one to four times

● Board the train at Grassland Station five to nine times

● Board the train at Grassland Station at least ten times

You'll automatically earn this medal when you hop the train from Grassland Station to Red Leaf Station after convincing Vaigali to try Cid's new engine. Keep riding the rails to boost it from a bronze to a gold.

112 TUMMY TICKLER

Eastern Wildlands or Forgotten Forest

Hint: Malboros are what they eat. For example, if they ate something red…

Solution: You tossed an explosive into the mouth of a malboro, which then exploded inside.

● Feed something explosive to a malboro at least once

This is the trickiest of the feed-the-malboro medals, since obvious solutions like a Gunpowder Barrel simply won't work. The only explosive item that the malboro actually eats is a malboro bulb from one of its own tentacles. Locate a fire-breathing tentacle and pound it with lunge attacks until it's near death. Then yank the malboro to open its mouth. Hit the tentacle one final time, scoop up its bulb, and toss it in the malboro's open gullet. Boom!

113 HELLO, CHOCOBO

Grassland Station

Hint: The funny yellow bird we know so well. Maybe it will be your friend?

Solution: You rode a chocobo.

Ride a chocobo 1-9 times

Ride a chocobo 10-29 times

Ride a chocobo 30 or more times

You'll find the first chocobos near Grassland Station, and get sent to ride them after meeting with Keiss in the capital's Royal Library. All you need to do to earn the medal is hop onto the bird.

114 MY FIRST HOLY RELIC

Various

Hint: Grab the materials that Legion drops. Make it appear first!

Solution: You picked up a Holy Relic.

Find at least one Holy Relic

You can earn Holy Relics by defeating most undead creatures, including skeletons, bloodbones, kyokotsu, Legion, liches, and Gashadokuro. You can also find Holy Relics in chests beneath Tribulation Bridge and inside Rivelgauge Monastery, and receive one for completing the fourth treasure hunt.

115 LIGHTNING LAYLE

"Bahamut Strike" sequence

Hint: Make Bahamut angry, as quickly as you can.

Solution: You completed the battle with Bahamut within 180 seconds.

Defeat Bahamut within 180 seconds

Defeat Bahamut within 150 seconds

Defeat Bahamut within 120 seconds

It's easy to defeat Bahamut quickly once you know what to do. Scan the battlefield for the sparkle of the sword, and if you see that a goblin has it, throw the goblin in a direction that lets you quickly recover the blade. You have to hit Bahamut three times to win, so take the time to line up each shot carefully and catch Bahamut when he's holding still. A missed shot eats up far more time than careful aiming.

116 ELECTRIC FORTRESS

High Tide Cove or Costa Faguita

Hint: How much electricity can an electric jellyfish store? Find out!

Solution: You enlarged an electric jellyfish to maximum size by repeatedly electrifying it.

Fully expand at least one jellyfish

To earn this medal, get a pair of electric jellyfish close to each other, and wait for one to begin emitting sparks. Lock on to it and spin it into the other jellyfish to give it a charge before both drop to the ground (or the ocean—either way is fine). When the jellyfish rise again, repeat the process, using them to charge each other until both grow to double their original size.

117 FAREWELL, SEA BREEZE

Costa Faguita

Hint: Board the Selkie Train at Costa Faguita.

Solution: You boarded the Selkie Train at Costa Faguita.

Board the train at Costa Faguita one to four times

Board the train at Costa Faguita five to nine times

Board the train at Costa Faguita at least ten times

You'll automatically pick up this medal during the course of the main quest, as the train from Costa Faguita is your only means of returning to the capital. But if you hope to turn that bronze medal gold, you'll need to board the train at Costa Faguita nine more times.

118 CHERRY CHECKPOINT CAMPAIGN

Cherry Checkpoint

Hint: Slay all the monsters at Cherry Checkpoint and shut down the Miasma Stream.

Solution: You slew all the monsters at Cherry Checkpoint and shut down the Miasma Stream.

Shut down the Cherry Checkpoint Miasma Stream at least once

Cherry Checkpoint is infested with roller bugs and flans. A fun way to quickly clear the area is to lock on to the flans and pick them apart with your powers, then let all the lil' flans join up into a single jumbo flan while you turn your attention to the bugs. You can then easily squash the jumbo flan by hurling objects at it.

119 STEALTH MEISTER

"Runaway Train" sequence

Hint: If you're going for a good score, you might as well shoot for the max.

Solution: You scored 9999 points when escaping from the train.

Achieve at least one perfect outing

In order to earn a perfect score in the Selkie Guild Train escape sequence, it isn't enough to avoid being spotted by the guards in each car—you'll also need to avail yourself of every opportunity to earn bonus points. After the first car, use your powers to shove aside a pile of crates and then to pick up a dropped playing card. Next, lock on to the soccer ball of the child playing in the hallway (make sure you do *not* lock on to the child) and jerk the Wii Remote upward to "kick" it. Finally, in the next hallway, use your powers to pull down a balloon for another group of children.

120 STEALTH WALKER

"Runaway Train" sequence

Hint: Do what you can to get through.

Solution: You scored 5000 or more points when escaping from the train.

Score at least 5000 points

Score at least 6500 points

Score at least 8000 points

Even a sloppy performance in the great Selkie Train escape should leave you with enough points to earn a bronze in this category. If you're determined to land the gold, check out the tips for medal 119, and aim to earn both medals with a perfect 9999-point performance.

121 EASTERN WILDLANDS CAMPAIGN II

Eastern Wildlands

Hint: Slay all the new monsters in the Eastern Wildlands and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Eastern Wildlands and shut down the Miasma Stream.

Shut down the new Eastern Wildlands Miasma Stream at least once

You can challenge the second Eastern Wildlands campaign fairly early in the game, but it won't be easy to beat. The trick is to start with the enemies near the farmhouse in order to earn some extra time. Then, get rid of any goblin healers in the other part of the map before turning your attention to the malboro. Spin its tentacles to the side so they'll blast each other, and use the local cactuars to pelt the malboro's center with needles. When you run out of cactuars, finish it off by making it bite its own tongue (see medal 131).

122 DOWN THE HATCH

Eastern Wildlands or Forgotten Forest

Hint: Malboros, much like fish, open their mouths when they are hungry.

Solution: You tossed something into the mouth of a malboro-type monster.

Feed a malboro at least once

Lock on to a malboro (the creature at the center, not the tentacles) and swing your Wii Remote upward to make it open its mouth. Then, grab something and toss it down the malboro's gullet. Throw in the right items, and you can unlock additional awards—see medals 112, 132, and 142.

123 CHOCOBO RACER

Chocobo Circuit

Hint: They're holding races down at the Chocobo Circuit.

Solution: You won a chocobo race at the Chocobo Circuit.

Win one to five chocobo races

Win six to nine chocobo races

Win ten or more chocobo races

The key to winning the chocobo races is to come out strong with a long dash and stay ahead of the other racers so you can have the first crack at all the flags. Once you're out in front, don't go too far out of your way to hit a flag, or you'll allow another racer to take the front position. To ensure that you can get off a good dash as soon as the gates open, eat some of the greens near the entrance to the track before you line up to start.

124 GASHADOKURO-PHOBIA

Chocobo Circuit

Hint: If you threw kyokotsu together, would they get tangled up with each other?

Solution: You threw kyokotsu together and made them fuse into a Gashadokuro.

Create at least one Gashadokuro

To create a Gashadokuro, knock a kyokotsu off its feet, pick it up, and toss it into another kyokotsu. While those two are down, grab a third and toss it into the pile. The three skeletons then fuse into the super skeleton known as Gashadokuro.

125 MY FIRST ANTIQUE

Various

Hint: Grab the materials that the Gashadokuro drops. Make it appear first!

Solution: You picked up an Antique.

Find at least one Antique

Antiques are dropped by Gashadokuro, and are rare drops from skeletons, kyokotsu, and bloodbones as well. You can buy an Antique from the moogle at the Royal Library shuttle station, but you can also grab a freebie from a chest inside of the library.

126 MISER GIRLS

Capital — Capital Gate Hall

Hint: When you come into money, beware of fast friends.

Solution: You encountered the Miser Girls.

Encounter the Miser Girls one to four times

Encounter the Miser Girls five to nine times

Encounter the Miser Girls at least ten times

After returning to the capital, collect all of the coins from the chests that can be found on the various ledges and balconies in the Capital Gate Hall area. Your fast-expanding wallet soon attracts the city's legendary Miser Girls, who are eager to squeeze that cash right back out of you. Make a mad dash to the Clock Plaza to shake them.

127 CHAIRWOMAN

Capital — Capital Gate Hall

Hint: Don't mess around with old people. That goes double if they're really big.

Solution: You encountered the Chairwoman.

Encounter the Chairwoman one to four times

Encounter the Chairwoman five to nine times

Encounter the Chairwoman at least ten times

You can beat on the elderly as much as you want, provided you don't do it in the Capital Gate Hall. If you start messing with the older women near the capital gates (knocking them down, throwing them, etc.), you'll earn the medal when you eventually provoke an appearance from a Chairwoman bent on revenge.

128 FORGOTTEN FOREST CAMPAIGN II

Forgotten Forest

Hint: Slay all the new monsters in the Forgotten Forest and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Forgotten Forest and shut down the Miasma Stream.

Shut down the new Forgotten Forest Miasma Stream at least once

After completing the storyline events in the Aerial Prison, you can return to the Forgotten Forest to trigger a second campaign. This one features the exact same foes, but with a malboro beneath the Miasma Stream at the end. Start near the entrance of the area and clear out the roller bugs and bloomers first, so you'll be ending the campaign near the Miasma Stream. When you reach the malboro, make it repeatedly bite its tongue for the quickest possible win. You'll definitely want an accessory with the Time Extend ability for this challenge.

129 ALPHA MONKEY

Forgotten Forest

Hint: You have to be very firm with monkeys or they quickly take advantage.

Solution: You beat the monkeys of the Forgotten Forest.

Beat the monkeys one to four times

Beat the monkeys five to nine times

Beat the monkeys at least ten times

If you return to the Forgotten Forest after defeating Bahamut, you'll discover that it has non-combat phases as well. During one, pick a fight with the local rabbit monkeys and they'll retaliate by stealing all of your money. To recover your moneybags, lock on to a monkey, hurl it away, then lock on to the bag and swing the Wii Remote in any direction. Swinging the Wii remote downward will keep you accidentally pulling a monkey onto yourself, but be ready to roll out of the way when a monkey moves in to steal whatever money you've recovered! When you have all five bags back in your possession, you'll earn a medal, and the monkeys throw in a bunch of gil as a tribute.

130 HIDE MEISTER

"Runaway Train" sequence

Hint: There's no way those blockhead soldiers will spot you, right?

Solution: You avoided being spotted even once by the guards.

Achieve at least one masterful escape

To earn this medal, you'll need to make it through the Selkie Train escape sequence without ever being spotted by a guard. Fortunately, you can spend a full eight minutes escaping from the train and still earn the companion Seek Meister medal, so there's no need to rush. If you aren't sure how long a guard has been facing away, don't chance it—wait for them to return to their position and turn away again before you shake the Wii Remote to step out from your hiding place.

131 TONGUE BITER

Eastern Wildlands or Silent Spring

Hint: You should teach these rude monsters to keep their mouths closed.

Solution: Using your powers, you made a malboro-type monster bite down on its tongue.

Make a malboro or hydra bite its tongue at least once

Lock on to the central part of a malboro or hydra, and swing your Wii Remote upward to make it open its mouth. Then, lock on to the tongue and yank it upward again to pull it out of the creature's mouth. Finally, lock on again and yank downward to crunch the tongue between the malboro or hydra's teeth. Ouch!

132 MALBORO IN BLOOM

Eastern Wildlands or Forgotten Forest

Hint: Malboros are what they eat. For example, if they ate something green…

Solution: You tossed something nutritious into the mouth of a malboro, causing it to bloom.

Make a malboro bloom at least once

The hint suggests you feed the malboro something green, but the color doesn't actually matter, as long as it's something nutritious. When battling the malboro in the second Eastern Wildlands campaign, a nearby milk can works nicely; just lock on to the malboro and pull up to open its mouth, then hurl the milk can in. You can also use the malboro bulb left by a healing-type tentacle or, in the second Forgotten Forest campaign, mushrooms, chestnuts, or chocobo meat.

133 MY FIRST DESIGNER DART

Various

Hint: Grab the materials that cactuars drop.

Solution: You picked up a Designer Dart.

Find at least one Designer Dart

Designer Darts are frequent drops from cactuars, which you can battle in the Eastern Wildlands (during the second campaign) and Prison Sands areas. You can also find a Designer Dart in the Rivelgauge Monastery yard, and earn them as prizes for catching 6-8 petals in the Cherry Checkpoint blossom-catching game. You'll also eventually earn a free Designer Dart in Issue 13 of the UMA News.

134 DIG HERE, CHOCOBO

Grassland Station

Hint: Dig here, dig there. You might find something good.

Solution: You had the chocobo dig in the ground and found a cool item.

Dig up 1-9 items

Dig up 10-29 items

Dig up 30 or more items

While riding a chocobo, you'll notice little sparkles on the ground. Have your chocobo peck them with Ⓐ to reveal coins and greens, and work your way up to a gold "Dig Here, Chocobo" medal.

135 CHOCOBO CIRCUIT CAMPAIGN

Chocobo Circuit or Moogle Woods Station

Hint: Slay all the monsters in the Chocobo Circuit and shut down the Miasma Stream.

Solution: You slew all the monsters at the Chocobo Circuit and shut down the Miasma Stream.

Close the Chocobo Circuit Miasma Stream at least once

In the Chocobo Circuit, follow the cliffs towards the Lett Aqueduct, then drop down at the large stone ledge near the directional sign. At the bottom, you'll discover a shallow basin that is the only battlefield on the map. To clear it out quickly, combine the three kyokotsu into a Gashadokuro by hurling them into each other, and use the special abilities of captured trickfaces to destroy the Gashadokuro and the other trickfaces.

136 OPTICAL ILLUSION

Chocobo Circuit

Hint: Trickfaces have whole other sides to them.

Solution: Using your powers, you spun a trickface to make it change faces.

Spin a trickface at least once

You'll find trickfaces in the battlefields of the Chocobo Circuit and Moogle Woods Station. To earn this medal, lock on to a trickface in midair and swing the Wii Remote horizontally to send it spinning. When done correctly, this transforms a light-beam emitting trickface into a fire-breathing trickface, and vice versa.

137 My First Artwork

Various

Hint: Grab the materials that claytaurs drop. Luck is a factor here.

Solution: You picked up some Artwork.

- Find at least one piece of Artwork

In addition to being a fairly common drop from claytaurs, lucky players may find Artwork in the wake of defeated trickfaces and sand sharks. You can also get Artwork as a reward for helping the prison guards recapture fugitives who escape into Bridge Town (see medal 153 for more details).

138 My First Capsule Toy

Various

Hint: Grab the materials that trickfaces drop.

Solution: You picked up a Capsule Toy.

- Find at least one Capsule Toy

After taking the train from Costa Faguita, climb the stairs at Grassland Station and hop over the counter of the moogle shop. On the other side, you'll find a chest with the game's first Capsule Toy. You can also find a Capsule Toy in a chest in the Prison Sands, get a freebie from Issue 6 of the UMA News, or win them by defeating trickfaces, roller bugs, helmet heads, and clusters.

139 Best Behavior

Capital — Royal Library

Hint: No running inside the building, please. Didn't your mother tell you that?

Solution: In the Royal Library, you were praised by the librarian moogle.

- Get praised one to four times
- Get praised five to nine times
- Get praised at least ten times

When you visit the Royal Library on your second trip to the capital, press the analog stick lightly to walk instead of run. Walk over to speak with a moogle librarian to earn praise for your respectful demeanor and the "Best Behavior" medal.

140 Quiet, Please

Capital — Royal Library

Hint: Don't you just hate it when someone shushes you?

Solution: In the Royal Library, you were shushed by the librarian moogle.

- Get shushed one to four times
- Get shushed five to nine times
- Get shushed at least ten times

In addition to earning a medal for being a well-behaved library patron (medal 140), you can earn several for being bad. Cause a ruckus in the library (say, by throwing a bench), and a moogle librarian soon comes flying up to shush you. See medals 148 and 149 for tips on how to continue your Royal Library rampage.

141 My First Commemorative Stamp

Various

Hint: Grab the materials that the goblin healers drop. Luck is a HUGE factor here.

Solution: You picked up a Commemorative Stamp.

- Find at least one Commemorative Stamp

If you can't squeeze a Commemorative Stamp out of any goblin healers or clusters, you can find one at the Moogle Woods Station. Enter the station from the town and follow the tree limb that runs to the right of the train. At the end of the limb, crack open a chest to find a stamp. You'll also get a freebie from Issue 12 of the UMA News.

142 Fevericious

Eastern Wildlands or Forgotten Forest

Hint: Malboros are what they eat. For example, if they ate something yellow…

Solution: You tossed something valuable into the mouth of a malboro and sent it into a fever.

- Feed something valuable to a malboro at least once

To earn this medal, you'll need to feed the malboro something valuable. The bulb left from a defeated, coin-tossing tentacle is one option. Or, during the second Forgotten Forest campaign (which begins after the events of the Aerial Prison), you can toss in one of the Gold Nuggets that can be found in the area. In addition to the medal, the feverish malboro spits out a small fortune in gil.

143 Greening Campaign

Eastern Wildlands or Prison Sands

Hint: Plants need water, a rare commodity in the Wildlands and the desert.

Solution: You enlarged a cactuar-type monster by hitting it with water attacks.

- Enlarge at least one cactuar

Your first opportunity to enlarge a cactuar comes in the second campaign at the Eastern Wildlands. This is a good place to aim for the medal, since there are two buckets of water on the farmhouse side of the archway, and it should be easy enough to pick one up and hurl it into a cactuar.

144 Scarecrow Battle

Eastern Wildlands

Hint: Some scarecrows are serious about their job.

Solution: In the Eastern Wildlands, you drove away a level 1 scarecrow.

- Defeat a level-1 scarecrow
- Defeat a level-2 scarecrow
- Defeat a level-3 scarecrow

On your second visit to the Eastern Wildlands (while pursuing Cid's steam engine), you'll find the scarecrows in the farm area are being a tad overzealous in the defense of their crops. Pull up a potato or carrot to start the battle, then harvest all 18 crops while dodging the scarecrows' laser beams within the allotted minute. As Cid refines his scarecrow designs, you'll face higher-level versions in future harvesting battles.

145 KICKERBAUL MATCH

Capital — Royal Stadium

Hint: They play Kickerbaul down at the Royal Stadium. Anyone is allowed to play.

Solution: You won a Kickerbaul match at the Royal Stadium.

Win one to four Kickerbaul matches

Win five to nine Kickerbaul matches

Win ten Kickerbaul matches.

To reach the Royal Stadium, ride the capital shuttle in the latter half of the game. Lock on to the control panel at the front of the shuttle, and shake the Wii Remote left or right until you change the shuttle's destination to the Royal Stadium. At the stadium, register to join the game and be assigned a team, then enter the stadium and approach the ball. For the easiest wins, don't try to be a superstar— use your powers to clear away defenders while your teammates kick the goals.

146 ACOOTE LAUNCH

Capital — Airship Dock

Hint: Young boys dream of airplanes…and girls like them, too!

Solution: You took off in the Airship Dock Acoote.

Ride the Acoote one to four times

Ride the Acoote five to nine times

Ride the Acoote at least ten times

Return to the capital after completing the events in Rivelgauge Monastery. Board the capital shuttle, lock on to the control panel, and swing your Wii Remote left or right until you change the destination of the shuttle to the Airship Dock. At the Airship Dock, leap onto the sliding platform in the center of the hangar and lock on to the bottom of the Acoote. Pull yourself towards it to take a quick flight to the Snowfields.

147 MY FIRST HAND STRAP

Various

Hint: Grab the materials that the Iron Giant drops.

Solution: You picked up a Hand Strap.

Find at least one Hand Strap

Your first opportunities to acquire a Hand Strap come from the moogle shop at the Royal Library shuttle station, and the freebie packed into UMA News 7. You can also find them in chests in the Selkie Train (on your second ride) and Red Leaf Station, or win them as rare drops from trickfaces, ahriman, goblin healers, and active Iron Giants.

148 CURIOSITY'S REWARD

Capital — Royal Library

Hint: You're not allowed to touch the exhibits, they say. But what if you do anyway?

Solution: At the Royal Library, you encountered the Head Librarian.

Encounter the Head Librarian one to four times

Encounter the Head Librarian five to nine times

Encounter the Head Librarian at least ten times

In the Royal Library, pick up and smash at least one of the priceless antiques on the display tables near the entrance. That action provokes a visit from the Head Librarian, who sends his guards to rough you up and take the cost of the antique out of your wallet, possibly plunging you tens of thousands of gil in debt. Fortunately, you can get it all back with medal 149.

149 WEALTHY MAN

Capital — Royal Library

Hint: When you're feeling the pinch, sometimes fate lends a hand.

Solution: You encountered the Wealthy Man.

Encounter the Wealthy Man one to four times

Encounter the Wealthy Man five to nine times

Encounter the Wealthy Man at least ten times

After smashing an antique at the Royal Library and being charged for it, leave towards the station. You'll encounter a fellow known as the Wealthy Man on your way out, and you can shake him down for a bag that contains the same amount of money you were charged for destroying the antique. Phew! He'll have another bag to drop each time you destroy an antique, but you'll need to repeatedly visit the Royal Library in order to raise medals 148 and 149 from bronze to gold.

150 MY FIRST ORNAMENTAL PLANT

Various

Hint: Grab the materials that jumbo cactuars drop.

Solution: You picked up an Ornamental Plant.

Find at least one Ornamental Plant

Jumbo cactuars are their own separate subspecies of cactuar—they sport a mustache and have needles throughout their body. Jumbo cactuars can only be encountered during the second Prison Sands campaign, where they drop Ornamental Plants at a very high rate. You can also earn an Ornamental Plant for completing the ninth treasure hunt, or win them as rare drops from normal cactuars, bloomers, malboros, and the Lost Emperor in its tree fort form.

151 PARASITE HEAL

Various

Hint: Goblin healers can mystically cure wounds. Perhaps they can cure you as well.

Solution: By entering a goblin healer's spell range, you restored some of your life.

Steal some healing from a goblin healer at least once

Goblin healers first appear in the second Eastern Wildlands campaign, followed by many subsequent battles. You can force goblin healers to heal you by picking them up and pressing B, but that won't earn you the medal. To get it, you'll need to wait for a goblin healer to attempt to heal a wounded ally, then rush into the spell's radius so that you'll be affected as well.

152 EYE OF THE ROCK ROVER

Eye of the Rock

Hint: Do you know the Eye of the Rock? You might find something there…

Solution: You saw the ghost that haunts the Eye of the Rock.

See the Eye of the Rock rover at least once

After leaving the Yuke Sky City, if you keep swiping the mail that the Mail Moogle carries, you'll eventually intercept a letter titled "I Saw a Ghost! (part 1)." Return to the Eye of the Rock and stand in the spot shown on the photo enclosed with the letter, and look towards the sky over the yellowish rock wall. The ghost should appear immediately; if it doesn't, readjust your position. You won't be able to see the ghost if you haven't received the letter.

153 CITIZEN'S DUTY

Bridge Town — Cid's Workshop Zone

Hint: An encounter with an escaped prisoner. What should you do?

Solution: In Cid's Workshop Zone you discovered an escaped prisoner.

Assist in the capture of one to four prisoners

Assist in the capture of five to nine prisoners

Assist in the capture of ten or more prisoners

From time to time, you'll hear word of an escaped prisoner in Bridge Town. Search Cid's Workshop Zone for a man hiding beneath a crate, and yank the crate off to expose him. Grab the prisoner and throw him down in front of the guards so they can apprehend him. You won't earn a medal for it, but you can also help him escape by throwing him towards the door (he'll reward you with a prize in a letter later).

154 HO-HUM BEAST

Snowfields

Hint: Have you ever hurled a behemoth? Just asking…

Solution: You threw a behemoth.

Throw a behemoth at least once

This one's easy—just lock on to a behemoth and swing the Wii Remote to either side. This simple attack also does a solid amount of damage to the behemoth.

155 MY FIRST FIREWORKS

Various

Hint: Grab the materials that claymores drop.

Solution: You picked up some Fireworks.

Find Fireworks at least once

Bombs, claymores, clusters, pineapples, tallows, and King Behemoth all drop Fireworks, but they don't do it often. If you don't get lucky, use the chains to climb into the upper caves in the mountains that rim the Snowfields. One of the caves holds a chest full of Fireworks.

156 GIANT ENGINE ON THE PLAIN

Harvest Prairie

Hint: Have you tried messing around with the metal scrap lying around on Harvest Prairie?

Solution: You turned the cog on the sleeping Iron Giant's back and woke it up.

Awaken the Iron Giant at least once

In the Harvest Prairie (an optional area that you can enter from Red Leaf Station), you'll find a giant chunk of machinery lying atop the tracks during the combat phase. Lock onto the giant cogwheel amid the debris, and swing your Wii Remote to awaken the slumbering Iron Giant.

157 MY FIRST TRAIN MODEL

Various

Hint: Grab the material that the Iron Giant drops. (Not in its normal state, though.)

Solution: You picked up a Train Model.

Find at least one Train Model

You can earn the Train Model as a rare drop from the Iron Giants in the Harvest Prairie, but only if you defeat them while they're fully charged. Alternatively, you can buy one at the Royal Library Shuttle Station for (gulp!) 12,000 gil, or pick up a freebie in the Head Librarian's office, which is where you'll appear when you warp to the Royal Library.

158 HARVEST PRAIRIE CAMPAIGN

Harvest Prairie

Hint: Slay all the monsters on Harvest Prairie and shut down the Miasma Stream.

Solution: You slew all the monsters on Harvest Prairie and shut down the Miasma Stream.

Shut down the Harvest Prairie Miasma Stream at least once

The big challenge in the Harvest Prairie is destroying the two Iron Giants. Buy yourself some time by finishing off the coeurls and helmet heads first. Then, activate the giants one by one and destroy them using the technique you learned from medal 167. Power them up so that they'll use their eye beam, then drop their visors so they'll heavily damage themselves in the blast.

159 MY FIRST SPINNING TOP

Various

Hint: Grab the materials that helmet heads drop.

Solution: You picked up a Spinning Top.

● Find at least one Spinning Top

You can earn Spinning Tops from both helmet heads (who appear in the Harvest Prairie and Vineyard campaigns) and roller bugs (who inhabit the Forgotten Forest and Cherry Checkpoint). You can also buy Spinning Tops from a moogle shop in the capital's Fountain Park Avenue later in the game, or win one for completing the seventh treasure hunt.

160 GIVE MY HEAD BACK

Vineyard or Victory Monument Hill

Hint: Bloodbones are tougher than skeletons, but they can still be rattled the same way.

Solution: You threw a bloodbones so many times its head came off.

● Knock a bloodbones' head off at least once

When you return to the Vineyard after pursuing Goldenrod through the Forgotten Forest, you'll find that the area now has a combat phase that occurs near the Winery door. This is the easiest place to find bloodbones. You only need to throw them twice to knock off their heads—the trick is to wait for them to spread out so you don't accidentally throw them into each other (see medal 170).

161 CLEAN STREETS

Bridge Town — Cid's Workshop Zone

Hint: When you see litter on the street, what do you do?

Solution: You picked up litter in Cid's Workshop Zone.

● Collect 1-9 pieces of trash

● Collect 10-19 pieces of trash

● Collect 20 or more pieces of trash

There's a giant garbage chute near the entrance to Cid's Workshop. The chute won't allow you to throw yourself away, but it works for anyone or anything else. Lift a character or object over your head, toss it into the chute, and pull the lever. Characters come back filthy and furious, but that's a small price to pay to keep Bridge Town clean.

162 HOLY MOUNTAIN WAY CAMPAIGN II

Holy Mountain Way

Hint: Slay all of the new monsters on Holy Mountain Way and shut down the Miasma Stream.

Solution: You slew all the new monsters on Holy Mountain Way and shut down the Miasma Stream.

● Shut down the new Holy Mountain Way Miasma Stream at least once

When you return to the Holy Mountain Way after completing the events in the Rivelgauge Monastery, you'll find the lone goblin samurai replaced by flans and tonberries. Knock down a tonberry, pick it up, and use B to stab the remaining tonberry and flans for a speed-record campaign win.

163 LITTLE KING

Various

Hint: Do Clavats have kings?

Solution: You encountered Little King Leo.

● Encounter Leo 1-9 times

● Encounter Leo 10-29 times

● Encounter Leo 30 or more times

Like his Chancellor, Chime, King Leo (from *FINAL FANTASY CRYSTAL CHRONICLES: My Life as a King*) appears randomly from time to time in *Crystal Bearers*. If you can't spot him in the wild, keep riding the Selkie Train until he shows up as a passenger. When you spot a boy with an orange coat and green pantaloons, use your powers to grab him and score a medal. Unfortunately, it takes a whole lot of King Leo sightings before that medal turns gold.

164 MY FIRST MONSTER BUFFET

Various

Hint: Grab the materials that Behemoths drop. Luck is a HUGE factor here.

Solution: You picked up a Monster Buffet.

● Find at least one Monster Buffet

You'll need to hit the battlefield if you want to get your hands on a Monster Buffet. Fortunately, you have plenty of options. The hint refers to behemoths, but it's just as likely that you'll find this item in the remains of a defeated hydra, coeurl, or fenrir wolf.

165 MINE SPIRIT

Snowfields

Hint: Mines are bombs buried in the ground. When someone steps on them, they go "BOOM!"

Solution: You detonated a claymore that had been turned into a mine.

● Detonate at least one claymore mine

Lock on to a claymore and yank it downward to plant it into the earth. You can try to lure foes into it (behemoths usually fall for this), but this tactic can be tricky. It's easier to detonate it by throwing an enemy into it or simply having Layle roll over it (he won't be damaged by the blast while rolling).

166 STOKE THE GIANT'S ENGINE

Harvest Prairie

Hint: The Iron Giant can absorb energy from objects thrown directly at it.

Solution: You hit the activated Iron Giant with an object, supplying it with energy.

● Throw an object at the Iron Giant at least once

After awakening the Iron Giant that slumbers in the Harvest Prairie (by turning its cogwheel), throw an object at it to give it a burst of power. Any object works here, including other enemies.

167 Shoot Me If You Can

Harvest Prairie

Hint: What's the timing for moving the visor, do you think?

Solution: You made the Iron Giant fire its fully charged beam weapon with its visor down.

Make an Iron Giant destroy itself at least once

To make an Iron Giant destroy itself, you'll need to combine what you've learned from medal 168 and 177. Awaken the Iron Giant by spinning the cogwheel on its back, then hurl objects at it to charge up its power. Before it can use its beam weapon, lock on to its body and swing the Wii Remote upward execute a lunge attack that knocks down its visor. To make sure your trick works, keep throwing objects at the Iron Giant and use the lunge attack whenever it manages to lift its visor again. Eventually, the Iron Giant fires off its beam weapon with the visor down, severely damaging itself.

168 Visor Down

Harvest Prairie

Hint: It looks like the Iron Giant's visor can move.

Solution: You lowered the Iron Giant's visor.

Lower the Iron Giant's visor at least once

Once the Iron Giant of the Harvest Prairie has been awakened and is standing upright, stand facing it and lock on to its body. Swing your Wii Remote upward to perform a lunging attack that causes the visor to temporarily fall in front of the Iron Giant's eyes.

169 Victory Monument Hill Campaign

Victory Monument Hill

Hint: Slay all the monsters on Victory Monument Hill and shut down the Miasma Stream.

Solution: You slew all the monsters on Victory Monument Hill and shut down the Miasma Stream.

Shut down the Victory Monument Hill Miasma Stream at least once

Keep checking the Moogle Mail until you hear about a tragedy at Victory Monument Hill. That's your cue to return to Cherry Checkpoint and pass through the previously locked gate into a small area that's crawling with bloodbones, shadow beasts, and bombs. It's hard to get fancy when your enemies are so widely scattered, so just take them out one at a time by knocking them sideways and hitting them with rubble.

170 My Name Is Legion

Vineyard or Victory Monument Hill

Hint: Have you ever played with kyokotsus? Well, bloodbones like to play, too.

Solution: You threw bloodbones together and made them fuse into a Legion.

Create at least one Legion

You can battle bloodbones at Victory Monument Hill, but this medal is easier to earn in the Vineyard (after pursuing Goldenrod through the Forgotten Forest, the small courtyard with the Winery door begins having regular combat phases). In an area as small as the Vineyard, it's easy to throw the bloodbones into each other to fuse their remains into the mighty Legion.

171 My First Tableware

Various

Hint: Grab the materials that tonberries drop. Defeat them a certain way.

Solution: You picked up some Tableware.

Pick up Tableware at least once

You'll find the first piece of Tableware in the Capital's Royal Library, from one of the chests on the central display table. You'll find another in a chest in the Prison Sands area. Finally, you can earn Tableware from defeated tonberries and tonberry queens, but only if you stab them with another captured tonberry.

172 Knife Back

Various

Hint: Tonberries are a menace. Teach them how dangerous their knives can be!

Solution: You used a captured tonberry to defeat a tonberry or tonberry queen.

Defeat a tonberry with another tonberry at least once

Tonberries appear in many campaigns, but your earliest opportunity to earn this medal occurs at Moogle Woods Station. Knock down a tonberry by throwing an object at it or locking on to it and swinging the Wii Remote to either side. Pick up the fallen tonberry, and tap B to make it swing its knife at one of its tonberry friends.

173 Pilgrim's Ice Cave Campaign

Pilgrim's Ice Cave

Hint: Slay all the monsters in Pilgrim's Ice Cave and shut down the Miasma Stream.

Solution: You slew all the monsters in the Pilgrim's Ice Cave and shut down the Miasma Stream.

Shut down the Pilgrim's Ice Cave Miasma Stream at least once.

The key to this campaign is the ahriman. Its death rays inflict far more damage than the attacks of any previous monster you've encountered, and it fires them rapidly and in a wide radius. Lock on to an ahriman and knock it down by swinging the Wii Remote up or down. Then, grab it and use its rays to annihilate the rest of the foes on the battlefield.

174 Cat Lands on Its Feet

Harvest Prairie or Pilgrim's Ice Cave

Hint: Coeurls look a bit like cats. I wonder if they always land on their feet…

Solution: You threw a coeurl and made it land on its feet.

Throw a coeurl so it lands on its feet at least once

You'll first find coeurl monsters in the Harvest Prairie, an optional area that connects Red Leaf Station and the Lett Highlands (at the river where it joins the Silent Spring). To earn this medal, just lock on to a coeurl and give it a swing to either side. To be successful, do this in a fairly level area with plenty of room to maneuver.

175 BOOBY TRAP

Snowfields

Hint: A bomb with a switch is just begging to be activated. Make sure you can reach it, though!

Solution: Using your powers, you pulled a claymore to the ground and made it into a mine.

Turn at least one claymore into a mine

At the Snowfields, find a claymore that is hovering above soft snow. Lock on to it and yank it downward—it should end up buried in the snow, with only its red blinking light above the surface. If someone were to step on that light (including you), they'd be blown sky high.

176 FEED THE GIANT'S ENGINE

Harvest Prairie

Hint: The Iron Giant won't move without power. How can you motivate this lazy creature?

Solution: You turned the cog on the back of the activated Iron Giant to supply it with energy.

Turn the Iron Giant's cog downward at least once

You can awaken the Iron Giant of the Harvest Plains by locking on to its cogwheel and spinning it in any direction. That move suffices for medal 156, but to earn this one, you'll have to lock on to an Iron Giant's cogwheel and specifically spin it downward, which supplies the giant with a burst of energy.

177 GIANT BURNS THE PLAIN

Harvest Prairie

Hint: If the Iron Giant absorbs energy, could it possibly be overloaded…?

Solution: You supplied enough energy to the Iron Giant to make it fully charged.

Fully charge the Iron Giant at least once

Once it's been awakened with a spin of its cogwheel, the Iron Giant can draw energy from the impact of objects (and other enemies) you throw its way, as well as having its cog spun downward. After hitting it with four or five objects (or spinning its cog about as many times), you'll earn this medal, and the Iron Giant becomes fully charged and capable of using its beam weapon.

178 SPRING GARDEN

Red Leaf Station

Hint: Give the soothing garden an image of Spring.

Solution: At Red Leaf Station, you created a Spring Garden.

Create a Spring Garden at least once

At the Red Leaf Station, the moogle at the garden holds regular contests for budding landscape artists. There is one contest for each of the four seasons, and every time you visit, you should find a new contest waiting. To manually advance the contest to a new season, you can hop onto the train, ride it somewhere, and then ride it back.

179 MY FIRST TIN CAN

Various

Hint: Grab the materials that pineapples drop.

Solution: You picked up a Tin Can.

Find at least one Tin Can

You can pick up Tin Cans early in the game by buying them from the moogle shopkeeper in Cherry Checkpoint (only 300 gil a piece). Later on, you'll find one in a chest outside of Red Leaf Station, and another inside Issue 8 of the UMA News. You can earn more by battling sahagin and pineapples (the mini-bombs coughed out by clusters).

180 LITTLE MOOGLE AID

Hush-hush Pond or Eye of the Rock

Hint: This moogle appears as if he could use your help.

Solution: You helped moogles around the world.

Help one to four moogles

Help five to nine moogles

At least ten moogles helped

The moogle shopkeepers at Hush-hush Pond and Eye of the Rock just can't seem to keep their paws on their keys. Look for the golden sparks that indicate where the keys have been dropped, and yank them out with your powers. Toss the keys to the shopkeepers to add an aided moogle to your tally and get access to the stock of materials in their shops.

181 HERO TRIAL: CAVE

Pilgrim's Ice Cave

Hint: Split second decisions are needed to make your way through icy caves.

Solution: You helped people in the Pilgrim's Ice Cave passageway.

Save one to four people

Save five to nine people

Save at least ten people

When you return to the Pilgrim Ice Cave after the events at the Rivelgauge Monastery, wait until a non-combat phase so you can reach the battlefield via the cave passage instead of jumping off the lanterns. Near the top of the passageway, just past the moogle shopkeeper, a Clavat Woman comes tumbling down on a pumpkin. Think fast—lock on to her and set her gently down.

182 MY FIRST FINE BLADE

Various

Hint: Grab the materials that goblin samurai and such drop.

Solution: You picked up a Fine Blade.

Find at least one Fine Blade

The Fine Blade is a rare drop from goblin samurai, tonberries, and tonberry queens. You can also buy them from the moogle that appears outside of the capital's Royal Stadium, which you can reach via the Capital Shuttle in the latter half of the game.

183 WRITHING WOLF

Pilgrim's Ice Cave

Hint: Nimble foes can always land on their feet. Fenrir wolves, for example.

Solution: You threw a fenrir wolf and made it launch a counterattack.

Provoke at least one fenrir wolf counterattack

Lock on to a fenrir wolf and toss it to either side. Be ready to roll when it lands on its feet and launches at you. This technique earns you a medal but accomplishes little in terms of defeating the wolf.

184 MY FIRST BURIED TREASURE

Various

Hint: Grab the materials that sand sharks drop.

Solution: You picked up a Buried Treasure.

Find at least one piece of Buried Treasure

After battling the goblin samurai in the basin of Holy Mountain Way, climb up the other side, and enter the cave to your left. When the cave passage splits, take the right fork, and you'll end up on a high ledge with a chest that contains the first Buried Treasure. If you miss it, you can find another one in Rivelgauge Monastery, or win them as rare drops from sand sharks, killer hounds, shadow beasts, coeurls, fenrir wolves, and behemoths.

185 MY FIRST CROWN

Various

Hint: Grab the materials that the King Behemoth drops.

Solution: You picked up a Crown.

Find at least one Crown

Repeatedly killing the King Behemoth is not the easiest way to earn Crowns for accessory creation. You can earn this medal with much less effort by finding the Crown in a chest on one of the islands in the Yuke Sky City (pull yourself across one of those strings of yellow orbs to reach it), or earning it as a reward for completing the fifth treasure hunt. Crowns are also dropped by the liches in the second Chocobo Circuit campaign.

186 BACK IT UP

Harvest Prairie

Hint: Turning the cogs one way provides power, so what about the opposite away…?

Solution: You turned the cog on the back of the activated Iron Giant to drive it away.

Force the Iron Giant to retreat at least once

After awakening the Iron Giant of Harvest Prairie by locking on to its cogwheel and spinning it downward, lock on to the cogwheel and spin it upward instead. This causes the Iron Giant to run away from your position for a few seconds.

187 SUMMER GARDEN

Red Leaf Station

Hint: Give the soothing garden an image of summer.

Solution: At Red Leaf Station, you created a Summer Garden.

Create a Summer Garden at least once

At the Red Leaf Station, the moogle at the garden holds regular contests for budding landscape artists. There is one contest for each of the four seasons, and every time you visit, you should find a new contest waiting. To manually advance the contest to a new season, you can hop onto the train, ride it somewhere, and then ride it back.

188 ARTISAN'S WAY

Red Leaf Station

Hint: Nothing soothes the soul quite like a nice garden.

Solution: At Red Leaf Station, you tried your hand at creating a garden.

Create a garden at Red Leaf Station at least once

The moogle gardener at Red Leaf Station is quite happy to let you try your hand at arranging the local garden. Place at least one object before calling it a day, and he'll award you the Artisan's Way medal. If you enter the contest, place at least three different objects and you'll also earn the medal for whichever seasonal theme he's currently offering. Check back regularly to earn the other three seasonal medals.

189 WINTER GARDEN

Red Leaf Station

Hint: Give the soothing garden an image of winter.

Solution: At Red Leaf Station, you created a Winter Garden.

Create a Winter Garden at least once

At the Red Leaf Station, the moogle at the garden holds regular contests for budding landscape artists. There is one contest for each of the four seasons and, every time you visit, you should find a new contest waiting. To manually advance the contest to a new season, you can hop onto the train, ride it somewhere, and then ride it back.

190 INVISIBLE RAINBOW

Silent Spring

Hint: There's a rainbow somewhere in the world. But where?

Solution: You spotted invisible rainbows at the Silent Spring.

Spot the rainbow one to three times

Spot the rainbow four to six times

Spot the rainbow at least seven times

The rainbow at the Silent Springs shouldn't be hard to find—just look at the waterfall from any direction until it appears, and hold your camera in that direction for a second or two. You have to see it appear seven times to get the gold medal, so set up the camera while Layle takes a seat—just don't let the combat cycle catch you off guard.

191 HOLY MOUNTAIN WAY CAMPAIGN

Holy Mountain Way

Hint: Slay all the monsters on Holy Mountain Way and shut down the Miasma Stream.

Solution: You slew all the monsters on Holy Mountain Way and shut down the Miasma Stream.

Shut down the Holy Mountain Way Miasma Stream at least once

If you travel up the hill from Red Leaf Station, you'll eventually drop into a natural basin known as Holy Mountain Way. The campaign consists of only a single goblin samurai. Maintain an aggressive offense that focuses on throwing objects, and you can keep the samurai on the ropes until the campaign is won.

192 DRUNK FU

Various

Hint: Goblin samurai get mad easily. One small slight, and they typically draw their swords.

Solution: You captured and tossed a goblin samurai, making him draw his sword.

Make a goblin samurai drink at least once

It doesn't take much to get a goblin samurai to turn to the bottle. As you've done with countless other foes, knock the samurai down by yanking him sideways or throwing an object at him, then lift him up and give him a good toss. When he rises again, leave him alone as he reaches for his bottle to take a swig.

193 MY FIRST STUFFED SPECIMEN

Various

Hint: Grab the materials that coeurls drop.

Solution: You picked up a Stuffed Specimen.

Find at least one Stuffed Specimen.

You can pick up a Stuffed Specimen relatively early in the game, from the chest along the wall in the capital's Royal Library. You can also win Stuffed Specimens by collecting nine or more petals in the blossom-catching game in Cherry Checkpoint, or by reading through Issue 9 of the UMA News. In combat, you can earn Stuffed Specimens from coeurls, fenrir wolves, behemoths, and sahagin.

194 SNOWFIELDS CAMPAIGN

Snowfields

Hint: Slay all the monsters in the Snowfields and shut down the Miasma Stream.

Solution: You slew all the monsters in the Snowfields and shut down the Miasma Stream.

Shutdown the Snowfields Miasma Stream at least once

In the Snowfields, a large amount of enemies are scattered over a vast area, making it particularly tricky to track them all down in the time allotted. To defeat them as quickly as possible, make good use of the weapons available to you. If you can get the King Behemoth to use its meteor attack, you can use the fallen meteors to quickly slay the king. If not, you can break off its horn and use that to fire a few meteors of your own, and then switch to throwing the powerful Fireworks that can be found near the fires.

195 KING'S IGLOO

Snowfields

Hint: The King Behemoth is big, but it loses its balance easily, such as when it swings its club.

Solution: Using your powers, you spun a King Behemoth into the ground as he swung his club.

Bury at least one King Behemoth in the snow

Make sure a King Behemoth is standing atop snow, and get close enough that you're within its hammer range. When it pounds down with the hammer, dodge the attack, then lock on to its body and swing the Wii Remote to either side to spin the King Behemoth into the snow. (You'll need to complete the lock and swing the Wii Remote before the King Behemoth lifts its hammer arm.) Once the king is buried in the snow, you can attempt medal 204.

196 FORBIDDEN GAME

Harvest Prairie

Hint: It's REALLY dangerous to play on the tracks. Don't do this at home.

Solution: On Harvest Prairie, you were hit by the Selkie Train.

Get hit by the Selkie Train one to four times

Get hit by the Selkie Train five to nine times

Get hit by the Selkie Train ten or more times

During non-combat phases, the Selkie Train runs through the Harvest Prairie on a regular basis. Stand on the tracks directly in front of the train and let it smash into you—you'll only get the medal for a direct hit. You'll need to get hit ten times to raise this medal to a gold.

197 FAREWELL, SNOW MOUNTAIN

Red Leaf Station

Hint: Board the Selkie Train at Red Leaf Station.

Solution: You boarded the Selkie Train at Red Leaf Station.

Board the train at Red Leaf Station one to four times

Board the train at Red Leaf Station five to nine times

Board the train at Red Leaf Station at least ten times

You'll earn this medal when you ride the train at Red Leaf Station for the first time. Unlike the previous "farewell" medals, you don't need to advance the plot to earn this one; you can hop right back onto the train as soon as you arrive at Red Leaf Station, earning it only moments after you scored the "Farewell, City Streets" medal.

198 FALL GARDEN

Red Leaf Station

Hint: Give the soothing garden an image of autumn.

Solution: At Red Leaf Station, you created an Autumn Garden.

Create a Fall Garden at least once

The garden outside of Red Leaf Station features a seasonal theme, which changes periodically. On your first visit, you'll be given the chance to create a fall garden. To earn a gold medal and lavish praise for your gardening talent, place any three of the contest's objects in the garden.

199 MY FIRST RAINBOW WINE

Various

Hint: Grab the materials that flan princesses drop.

Solution: You picked up some Rainbow Wine.

Find Rainbow Wine at least once

At Moogle Woods, enter the station and follow the tree limb that runs to the left of the train. At the end of the limb, crack open a chest to find your first bottle of Rainbow Wine. If you're thirsty for more, you'll need to beat it out of flans, flan princesses, and tonberry queens.

200 FROG CHORUS

Silent Spring

Hint: There's a moogle who teaches frogs to sing. Everyone needs a hobby, right?

Solution: In Silent Spring, you conducted a frog concert.

Conduct one to four frog choruses

Conduct five to nine frog choruses

Conduct at least ten frog choruses

The frog conductor has set up shop at the banks of the Silent Spring. To conduct a concert yourself, you need to wait until the moogle is done conducting, then ask to perform a song of your own. Make beautiful frog music by gliding your Wii Remote cursor over the frogs, and then press Z to declare your composition complete. You'll earn the medal no matter how awful it is, but you'll need to keep trying in order to elevate your medal to a gold.

201 RED LEAF FISHING

Red Leaf Station

Hint: Fishing in a gorge, surrounded by the fall colors. Does it get any better?

Solution: You fished at the Red Leaf Station pond.

Fish one to four times at Red Leaf Station

Fish five to nine times at Red Leaf Station

Fish at least ten times at Red Leaf Station

There's a small fishing hole near the garden at Red Leaf Station. As in all the other fishing spots, you'll only need to try once to earn a bronze medal, but you'll need to fish ten times to land the gold.

202 TOTAL CHAKRA

Various

Hint: When goblin samurai get angry, slam them to the ground to make them regain their composure.

Solution: You placed a sword-wielding goblin samurai into a state of meditation.

Make a goblin samurai meditate at least once

Once a goblin samurai has drawn its swords, lifting it up and pressing B causes it to slash at other foes. Keep pressing B until it can slash no more, and you'll finally throw it to the ground. Once it lands, leave it alone, and it then enters a meditative state and begins regaining health. When the medal is tallied, knock the goblin samurai out of its trance and continue the beatings!

203 PILGRIM'S ICE CAVE CAMPAIGN II

Pilgrim's Ice Cave

Hint: Slay all the new monsters in the Pilgrim's Ice Cave and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Pilgrim's Ice Cave and shut down the Miasma Stream.

Shut down the new Pilgrim's Ice Cave Miasma Stream at least once

When you return to the Pilgrim's Ice Cave after completing the events in the Rivelgauge Monastery, you'll be able to face a second round of foes. This time, it's nothing but coeurls and sahagin, which makes for a fairly easy match. Turn the sahagin into water-spitting weapons and use them to quickly wipe out their brethren.

204 CLASH OF HORNS

Snowfields

Hint: The King Behemoth summons meteorites with its horns. Maybe you can break them off?

Solution: Using your powers, you broke off the horn of a buried King Behemoth.

Break off at least one King Behemoth horn

Use the technique outlined in medal 195 to bury a King Behemoth into snow. Then, lock on to its head and swing the Wii Remote upward to leap at the King Behemoth to snap off its left horn. You can then pick up the broken horn and use it to fire meteors of your own.

205 MY FIRST IVORY OBJECT

Various

Hint: Grab the materials that the King Behemoth horns drop.

Solution: You picked up an Ivory Object.

Find at least one Ivory Object

It takes a lot of luck, but you can sometimes generate an Ivory Object by snapping off a King Behemoth's horn. Less fortunate players can nab a freebie in a chest on one of the tree limbs beneath Moogle Woods Station, find one in Issue 14 of the UMA News, or earn Ivory Objects as rewards for saving pilgrims buried in the Snowfields (see medal 223). Bloodbones and Legions are other monsters that drop Ivory Objects.

206 MY FIRST RIBBON

Various

Hint: Grab the materials that the King Behemoth drops. Luck is a HUGE factor here.

Solution: You picked up a Ribbon.

Find at least one Ribbon

Tonberry queens and King Behemoth drop Ribbons very rarely. If you don't trust your luck, pursue the Bridge Town treasure-hunt challenge all the way to the end, and you'll earn a Ribbon for completing the tenth and final treasure hunt.

207 MESSAGE IN A BOTTLE

Costa Faguita

Hint: A letter from far across the ocean. How exciting is that?

Solution: You found a bottled message.

Find a Message in a Bottle

Find two Messages in a Bottle

Find three Messages in a Bottle

After visiting Yuke Sky City and acquiring the ability to use warp portals, return to Costa Faguita, enter the water, and approach the geyser. When it erupts, you may find the Message in a Bottle among its usual payload of sea creatures. The Message in a Bottle is typically discovered in the geyser's very first eruption, so if you miss it, wait out a combat phase for a second chance. To earn the medal, you must be standing on dry land and able to use your powers to pull the bottle towards yourself. See "The Secrets of the Sea Grotto" for more details.

208 PIRATE TREASURE

Sea Grotto

Hint: Legendary pirate treasure… Wouldn't you love to see it?

Solution: In the Sea Grotto, you found the legendary pirate treasure.

Win the pirate treasure

Win the pirate treasure two to three times

Win the pirate treasure four times

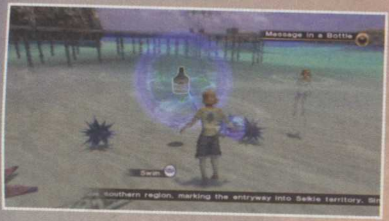
See "The Secret of the Sea Grotto" for details on how to reach the Sea Grotto. Once you've accessed the area, challenge the pirate ghost to a duel for his pirate treasure. Defeat him as you would any other foe, by tripping him up and throwing items at him. When he drops the key, use it to unlock the nearby chest, which earns you a Myrrh Fragment and this medal. Defeat him three more times (you can challenge him only once per non-combat phase) to raise the medal to a gold.

THE SECRET OF THE SEA GROTTO

Sea Grotto Medals

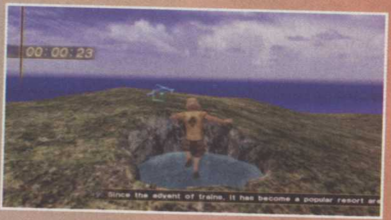
207 Message in a Bottle
208 Pirate Treasure
218 Legendary Rare Catch
219 Legendary Fishing
220 Sea Grotto Campaign

After visiting the Yuke Sky City and gaining the ability to use their warp portals, return to Costa Faguita. Stand somewhere where the blast of the geyser can reach you, raining down its usual payload of Sea Urchins and shells. Except now, there should be a new item in the mix—a Message in a Bottle. The Message in a Bottle should always come in the very first geyser blast of the non-combat phase. If you miss it, wait out a combat phase and you'll get a second chance.



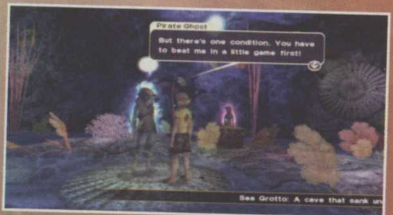
southern region, marking the entryway into Selkie territory. Si

If you're in the water, use your powers to bounce the bottle over towards dry land, then stand on something and pull it over to read it. The first one doesn't make a lot of sense, so wait through another combat phase for a second message. Move closer to the geyser and wait out another combat phase. After you read the third letter, you'll have 30 seconds to dive into the geyser and uncover the Sea Grotto. Once you've entered it once, you'll be able to warp to it whenever you want.



Since the advent of trains, it has become a popular resort ar

Inside the Sea Grotto, you'll discover the "legendary" fishing spot, and a very easy campaign. During the non-combat phase, you can also play a game with a ghost pirate to win the "Pirate Treasure" medal. To win, just toss the pirate and throw objects at him until he drops the key, then use that to unlock the treasure chest on which his female companion sits. The first time you do, you'll earn a Myrrh Fragment. Subsequent victories only earn you gil, but you'll need to win four times to elevate "Pirate Treasure" to a gold medal.



But there's one condition. You have to beat me in a little game first!

Sea Grotto: A cave that sank un

209 FOUNTAIN FISHING

Silent Spring

Hint: I wonder what fish lurk in the bubbling spring?

Solution: You fished at the Silent Spring.

- Fish one to four times at the Silent Spring
- Fish five to nine times at the Silent Spring
- Fish ten or more times at the Silent Spring

The Silent Spring can be reached through a cave in the mountains that surround the Moogle Woods Station area. Here, you'll find an old man with plenty of time on his hands and a wide fishing area with few obstructions.

210 FOUNTAIN RARE CATCH

Silent Spring

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at the Silent Spring.

- Catch one rare species
- Catch two rare species
- Catch three rare species

With only a few distant lily pads for fish to hide beneath, it should be easy to catch three of any of the local fish and lure the rare granniefish and elder carp species out of hiding.

211 RED LEAF RARE CATCH

Red Leaf Station

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at the Red Leaf Station pond.

- Catch one rare species
- Catch two rare species
- Catch three rare species

The Red Leaf Station is one of the trickier fishing spots, thanks to a prominent bridge that fish can swim beneath to break your lock. No one will hold it against you if you just snag the elder carp and favor trout and settle for the silver.

212 CHILLY FISHING

Pilgrim's Ice Cave

Hint: Fly-fishing for frozen fish takes real dedication

Solution: You fished at the Pilgrim's Ice Cave.

- Fish one to four times at Pilgrim's Ice Cave
- Fish five to nine times at Pilgrim's Ice Cave
- Fish at least ten times at Pilgrim's Ice Cave

At the center of the ice rink in the central cavern of the Pilgrim's Ice Cave, an old man fishes through a small hole in the ice. The fish here can break your locks easily by swimming under the ice, but those who persevere can elevate this medal to a gold and earn medal 213 for a rare catch.

213 CHILLY RARE CATCH

Pilgrim's Ice Cave

Hint: Sometimes catching too many of the same kind of fish calls forth a big one…

Solution: You caught a rare fish at the Pilgrim's Ice Cave.

- Catch one rare species
- Catch two rare species
- Catch three rare species

This is a tough fishing spot, since fish can always break your locks by hiding under the ice. Target the rare fish as soon as they emerge from beneath the ice, so you'll have the maximum possible time to reel them in.

214 RESCUE FLARE

Snowfields

Hint: Lost in a blizzard? Time for the Rescue Flare.

Solution: You fired a Rescue Flare in the Snowfields.

- Fire one to four rescue Flares
- Fire five to nine rescue Flares
- Fire ten or more rescue Flares

The Snowfields area is dotted with blazing fires known as pilgrim's torches, and a pair of Ball Fireworks sits beside each torch. To fire off a Rescue Flare, just pick up some Fireworks during a non-combat phase, toss them into the flame, and watch the show.

215 CHOCOBO EGG

Snowfields

Hint: If you find a chocobo egg, bring it carefully back to the monastery.

Solution: In the Snowfields, you collected a chocobo egg for the monks.

- Retrieve 1-9 eggs
- Retrieve 10-19 eggs
- Retrieve at least 20 eggs

The monks at the monastery are collecting black chocobo eggs. To help them out, infiltrate the nests in the caves that can be found throughout the Snowfields. Grab an egg with your powers, and carry it to the entrance of the monastery to register a successful retrieval. If the chocobo moms are fighting back, you may need to drag them out of their caves and use your powers to hurl them away (aim high, and they'll glide halfway across the map). It's for their own good, right? Right?

216 FIRE BEARER

Rivelgauge Monastery — Commoner's Graveyard

Hint: You cannot avoid this battle if you wish to proceed. You must emerge victorious!

Solution: You defeated Blaze.

- Defeat Blaze at least once

You'll battle Blaze as part of the game's story, and therefore automatically receive this medal when you win. Blaze is weakest to thrown objects—tag him with coffins or torches, or better yet, yank away the exploding fireballs he generates and throw them back at him. You can also deal damage by slinging him sideways into walls, which comes in handy if you can drive him to one of the corners of the battlefield.

217 CHIME

Various

Hint: They say they're looking for the Little King.

Solution: You encountered Leo's retainer, Chime.

- Encounter Chime 1-10 times
- Encounter Chime 11-29 times
- Encounter Chime at least 30 times

One of the stars of *FINAL FANTASY CRYSTAL CHRONICLES: My Life as a King*, Chime makes occasional cameo appearances in *The Crystal Bearers* as well. You'll often spot her when revisiting older areas, and she frequently appears in the passenger cabin of the Selkie Train. Lock on to her and give her a shake to get credit for a Chime sighting. (As with King Leo, you can't just keep shaking her to raise the medal to gold status; you'll need to leave the area and return each time.)

218 LEGENDARY RARE CATCH

Sea Grotto

Hint: Sometimes catching too many of the same kind of fish calls forth a big one.

Solution: You caught a rare fish at the Sea Grotto.

- Catch one rare species
- Catch two rare species
- Catch three rare species

See "Secrets of the Sea Grotto" for details on how to reach the Sea Grotto's legendary fishing spot, and "Fishing for the Gold" for tips on how to catch all three of the rare species during fishing mini-games.

219 LEGENDARY FISHING

Sea Grotto

Hint: How the heck do they find places like this? Fisherman can be so obsessive!

Solution: You fished in the Sea Grotto.

- Fish one to four times
- Fish five to nine times
- Fish ten or more times

See "Secrets of the Sea Grotto" for details on how to reach this well-hidden fishing spot. Once you find it, challenge the Selkie Fisherman at least once to earn a bronze medal, and nine more times to earn a gold.

220 SEA GROTTO CAMPAIGN

Sea Grotto

Hint: Slay all the monsters in the Sea Grotto and shut down the Miasma Stream.

Solution: You slew all the monsters in the Sea Grotto and shut down the Miasma Stream.

- Shut down the Sea Grotto Miasma Stream at least once

See "Secrets of the Sea Grotto" for details on how to reach the well-hidden Sea Grotto area. When you do get there, you shouldn't have much trouble clearing the campaign—the scattered treasures make excellent ammunition for smashing the three kyokotsu and single electric jellyfish that roam the grotto.

221 Farewell, Forest Scents

Moogle Woods Station

Hint: Board the Selkie Train at Moogle Woods Station.

Solution: You boarded the Selkie Train at Moogle Woods station.

- Board the train at Moogle Woods Station one to four times
- Board the train at Moogle Woods Station five to nine times
- Board the train at Moogle Woods Station ten or more times

You'll earn this medal at the bronze level for boarding the train at Moogle Woods Station. Keep riding those rails to raise it (and all the other "farewell" series medals) to a gold.

222 Ski Tracks

Rivelgauge Monastery — Commoner's Graveyard

Hint: Glide through fresh powder snow and knock down the snowmen.

Solution: In the Rivelgauge Gorge, you scored 300 points.

- Score at least 300 points
- Score at least 500 points
- Score at least 1000 points

In the Commoner's Graveyard (accessible through the Chocobo Barn at Rivelgauge Monastery), you'll find a gate that opens to reveal a sheer cliff. To ski it, ignore the black chocobo and simply leap off of the tip. Skiing is just like sliding down the Covenant Falls, except that you're aiming for the snowmen and trying to avoid hitting trees.

223 No Sleeping

Snowfields

Hint: A dog is calling you. Perhaps something is buried in the snow?

Solution: You saved ten victims of the Snowfields.

- Save one to four frozen victims
- Save five to nine frozen victims
- Save at least ten frozen victims

In the Snowfields, follow the dog as it sniffs around the snow. Scan the areas where it stops with your cursor, and you may discover a "???" mark. Lock on and pull up to yank out a frozen victim and earn this medal. (If you like, you can thaw out the victim by tossing him into a fire, but there's no additional award for that.) Watch the Moogle Mail for a thank you letter with a surprise!

224 Lifesaver

Victory Hill Monument

Hint: Helping to rescue people from a landslide… That's REAL heroism.

Solution: You rescued victims of the Victory Monument Hill accident.

- Rescue 8 victims
- Rescue 16 victims
- Rescue 24 victims

When you intercept a letter about landslide victims in Victory Monument Hill, return to Cherry Checkpoint where you'll find the gate to the area has opened at last. Pull the rubble off of one victim to start the timer, and then save everyone else before it ticks down to zero. Not all victims have limbs sticking out, so pull up every bit of rubble you can! Watch the mail for more opportunities to return to the area and upgrade your medal by saving additional victims.

225 Result of Failure

Capital — Royal Library

Hint: Have you tried tossing claytaurs? Want to see if they smash like cheap tableware?

Solution: You defeated a claytaur by capturing and throwing it.

- Smash at least one claytaur

Return to the Royal Library later in the game by locking on to the controls of the Capital Shuttle and swinging the Wii Remote horizontally. You'll discover that the Royal Library now has a combat phase, in which you'll find plenty of claytaurs to smash. All you need to do is pick 'em up and toss 'em!

226 The Rolling Escape

"The Awakened Beast" sequence

Hint: Use rolls to avoid fire and get through the level quickly.

Solution: You dodged the attacks of Jegran and the giant beast 40 or more times.

- Dodge 20-29 attacks
- Dodge 30-39 attacks
- Dodge 40 or more attacks

You can only earn this medal during the on-foot portion of the Rivelgauge Monastery escape sequence. While you're running, you can swing the Wii Remote at any time to do an evasive roll that allows you to dodge bullets or attacks. These preemptive escapes do seem to count towards the medal's tally of dodges, but they won't earn you the medal. To get it, you'll need to take a hit from the beast that's pursuing you, and swing the Wii Remote as soon as it makes contact. If you do it correctly, you'll catch your balance in midair and earn the medal when you land.

227 Steaming Purification

Rivelgauge Monastery

Hint: A good spiritual cleansing is supposed to hurt. Kind of like taking a hot bath.

Solution: You purified yourself in the sanctum well of Rivelgauge Monastery.

- Purify yourself one to four times
- Purify yourself five to nine times
- Purify yourself at least ten times

The hot spring in Rivelgauge Monastery both purifies your soul and knocks you on your butt. To raise your medal from a bronze to a gold, you can't just hop in over and over again—you'll need to leave the area and return each time.

228 Misfire

Moogle Woods Station

Hint: Pineapples are grenade monsters, but they could end up being duds.

Solution: You defeated a pineapple without pulling its pin.

- Destroy a pineapple without pulling its pin at least once

Generate a pineapple by messing with a cluster (see medal 259 or 268), then destroy the pineapple without pulling its pin (which occurs whenever you lock on to it and swing the Wii Remote horizontally). Any attempt to directly attack the pineapple with your powers could cause a detonation, so you should rely on thrown objects or the abilities of other foes to destroy it.

229 Desert Fishing

Prison Sands

Hint: If there were fish swimming in sand, could a crystal bearer reel them in?

Solution: Using your powers, you fished up a sand shark.

- Reel in at least one sand shark

This challenge is a lot trickier than it looks. Sand sharks can break your lock by diving down before they leap up, and you'll need to quickly reestablish your lock as they're leaping upward, then flip them down to earn the medal. You only seem to get credit for catching them on the way up, so you'll need to act fast.

230 Bound for Hell

Capital — Capital Gate Hall

Hint: Society imposes sanctions on those who misbehave.

Solution: You traveled to the Prison Sands on the Prisoner Train.

- Get arrested one to four times
- Get arrested five to nine times
- Get arrested at least ten times

The only way to ride the Prisoner Train is to get yourself arrested, and the only place you can do that is in the Capital Gate Hall. After the events in the Aerial Prison, return to the Capital Gate Hall and go on a rampage, destroying objects and attacking pedestrians until Jegran's Elite Guard shows up. Let the guard hit you three times and you'll awaken on the rails to jail.

231 Chase Chocobo

"Chocobo Chase" sequence

Hint: Draw a bead on Goldenrod and go for a high score.

Solution: You scored more than 1500 points while chasing Amidatelion.

- Score 1500-1599 points
- Score 1600-1699 points
- Score at least 1700 points

Your score in the "Chocobo Chase" sequence (which follows the battle with Blaze) is based entirely on your ability to keep your Wii Remote cursor at the center of the green target on Amidatelion. Stay near the center of the screen at all times so your view of Amidatelion never gets cut off. Doing this while also avoiding the air currents can be tricky—fortunately, there's an autosave spot at the beginning of the sequence, so you can always reset if you don't hit your target.

232 Speed Chocobo

"Chocobo Chase" sequence

Hint: Get the black chocobo warmed up and in the zone to gain some speed.

Solution: It took less than 150 seconds to catch Amidatelion.

- Catch Amidatelion in under 150 seconds
- Catch Amidatelion in under 140 seconds
- Catch Amidatelion in under 130 seconds

When chasing Amidatelion in the sequence that follows the Blaze battle, you'll need to do two things to earn a gold medal time. One is avoiding the spiraling air currents that shoot up from the chasms beneath you—use horizontal movements to slip between air currents that are positioned close to each other. You'll also need to run directly over the glowing orange discs atop the pillars in the same chasms. These provide short-term speed boosts that shave a few seconds off your time.

233 MY FIRST DEADLY POISON

Various

Hint: Grab the materials that hydras drop. Luck is a big factor here.

Solution: You picked up a Deadly Poison.

Find at least one Deadly Poison

This is a hard material to get, since the three enemies that drop it—hydras, liches, and the Lost Emperor in tree fort form—are all extremely rare. Your best bet is to repeatedly battle the hydra in Silent Spring; it's pretty easy to beat once you get the hang of it.

234 PREPARE TO SURFACE

Silent Spring

Hint: Hydras stick four tentacles out of the water to breathe.

Solution: You destroyed one tentacle, making the hydra rise towards the surface.

Destroy a hydra tentacle at least once

This is the first in a five-part series of medals that you can earn by battling the hydra in the Silent Spring. To earn this one, just lock on to one of the hydra's tentacles and swing your Wii Remote up or down to perform a leaping strike against it. The series of medals continues with 244, 254, 264, and 274.

235 ROYAL LIBRARY CAMPAIGN

Royal Library

Hint: Slay all the monsters in the Royal Library and shut down the Miasma Stream.

Solution: You slew all the monsters in the Royal Library and shut down the Miasma Stream.

Shut down the Royal Library Miasma Stream at least once

Return to the Royal Library after completing the series of events at the Rivelgauge Monastery. (You can reach it by locking on to the control mechanism of the Capital Shuttle and swinging your Wii Remote sideways to change its destination.) You'll find that the library now has a combat phase, where you'll fight tonberries, tallows, and claytaurs. This is a fun and fairly easy fight since there are plenty of good items to throw, including spell-casting books near the bookcases. Don't miss that tonberry amok clinging to the wall above the central display!

236 THE GOOD ESCAPE

"The Awakened Beast" sequence

Hint: You must avoid taking damage to clear the stage quickly.

Solution: You escaped from Jegran and the giant beast within five minutes.

Escape in five minutes or less

This is an easy medal to earn, since even a poor performance in the second part of the post-Blaze escape sequence usually takes less than five minutes. To flee as quickly as possible, use your Wii Remote-shake dodge to avoid enemy attacks, especially Jegran's bullets. Taking a hit from a bullet causes you to pause for a moment, slowing your progress and setting you up for more damaging (and time-consuming) attacks from the pursuing beast.

237 MONASTERY ROVER

Rivelgauge Monastery

Hint: Do you know the Rivelgauge Monastery? You might find something there…

Solution: You saw the ghost that haunts the Rivelgauge Monastery.

Witness the monastery ghost at least once

After intercepting mail that leads you to ghosts at the Eye of the Rock and Bridge Town Passage, a third message finds its way into the Mail Moogle's bag. To reveal the monastery ghost, you need to hang out at the pews closest to the spring, and look towards the door. (The wall should be to your right.) It won't take long for the ghost to appear.

238 GRENADE SPIRIT

Moogle Woods Station

Hint: Pineapples are grenade monsters. When you pull their pins…

Solution: You pulled a pineapple's pin and blew it up.

Detonate at least one pineapple

Generate a pineapple by defeating a cluster with an empty stomach (see medal 268). Lock on to the pineapple and give it a sideways yank to pull its pin, then get out of the way before it explodes.

239 PRISON SANDS CAMPAIGN

Prison Sands

Hint: Slay all the monsters in the Prison Sands and shut down the Miasma Stream.

Solution: You slew all the monsters in the Prison Sands and shut down the Miasma Stream.

Shut down the Prison Sands Miasma Stream at least once

In the first Prison Sands campaign, you'll face the wrath of cactuars and sand sharks. Lock on to the sand sharks when they leap out of the sand and throw them aside so you can pelt them with cactuar needles and thrown objects. Then, turn the cactuars' needle attacks against each other.

240 MODEL PRISONER

Prison Sands

Hint: Pay for your crimes through labor. The road to rehabilitation begins here.

Solution: You served out a sentence at the Prison Sands.

Complete one to four prison terms

Complete five to nine prison terms

Complete ten or more prison terms

See medal 230 for details on how to get arrested and wind up on the Prisoner Train. When you arrive at the station, head obediently into the prison and lock on to a shimmering spot in the ground to pull up some ore. To get ten ores in the allotted three minutes without losing them to other prisoners, start on the ledge near the watchtower, where the two shimmers are worth three ore apiece. When you get your tenth piece, you'll be a free man. (There is also a five-piece lump buried by the chest containing the Myrrh Fragment.) If the other prisoners give you trouble, don't worry, they'll lay off if you fail and retry.

241 BELLE'S HOARD

Rivelgauge Monastery — Commoner's Graveyard

Hint: Hm, didn't someone talk about a secret hidden in the graveyard?

Solution: You found Belle's secret hoard in the Commoner's Graveyard.

Find Belle's stash at least once

Return to the Commoner's Graveyard after completing your battle with Blaze, and search for an empty grave. Lock on to it and give it a pull to reveal a chest with Belle's secret stash. 1,000 gil? That's it?

242 SAFE CHOCOBO

"Chocobo Chase" sequence

Hint: Control the black chocobo and avoid the air currents.

Solution: You didn't get caught in a single air current while chasing Amidatelion.

Run a perfect chase sequence at least once

In the chase sequence that follows the battle with Blaze, you'll need to put on a perfect performance to earn this medal. The key to avoiding the air currents is to make drastic movements from side to side. When two air currents are positioned diagonally with only a small space between them, it's nearly impossible to pilot straight through the gap. For example, if the closer current is to your left, fly hard to the right, then take a sharp turn to the left when you pass the current. This one definitely takes some practice, but there is an autosave point at the beginning of the sequence, so you can reset and reload if you fail.

243 SILENT SPRING CAMPAIGN

Silent Spring

Hint: Slay all the monsters at the Silent Spring and shut down the Miasma Stream.

Solution: You slew all the monsters at the Silent Spring and shut down the Miasma Stream.

Shut down the Silent Spring Miasma Stream at least once

This campaign is a fairly easy one, thanks to the Excalibur sword that sits on the island where the fisherman fishes during non-combat phases. The Excalibur can be thrown accurately and is able to kill sahagin and bloomer enemies with one hit. Battling the hydra is time-consuming, but dealing with the fast-moving sahagin can be the bigger challenge—target them with boulders and logs while you wait for the Excalibur to regenerate.

244 UP PERISCOPE

Silent Spring

Hint: Hydras stick four tentacles out of the water to breathe.

Solution: You destroyed two tentacles, making the hydra rise even more towards the surface.

Destroy two of a single hydra's tentacles at least once

To earn this second medal of the five-part hydra-battle sequence, you simply need to use your lock on leap attack against two of the hydra's tentacles. You'll earn this medal when the hydra rises slightly higher after the second hit.

245 FLYING SHEEP

Lett Highlands

Hint: Aren't you curious about the missing sheep in the Lett Highlands?

Solution: In the Lett Highlands, you recovered sheep from the sheep rustlers.

Recover 1-9 sheep

Recover 10-18 sheep

Recover all 19 sheep

Return to the rolling hills of the Lett Highlands after intercepting the "Where are my sheep?" letter from the Mail Moogle. Speak to the woman on the chocobo, and you'll begin a mini-game in which portals appear throughout the highlands and attempt to suck sheep in. Hurry to each portal as it appears (follow the chocobo if you're having trouble spotting it), lock on to the sheep, and yank it out. The more sheep you can rescue in one outing, the better the medal you earn.

246 THE GODLY ESCAPE

"The Awakened Beast" sequence

Hint: It would be god-like if you cleared the level without taking any damage.

Solution: You didn't get hit by Jegran or the giant beast even once.

Perform a perfect escape at least once

It's pretty easy to use Wii Remote-shake rolls to dodge the attacks of the giant beast in the second part of the post-Blaze escape sequence—the bigger threat is the volleys of bullets from Jegran's aircraft. The high cliff walls usually keep you safe on one side of the track or the other, but figuring out where you need to be at each step of the escape requires careful memorization.

247 THAT'S NOT WHAT I MEANT

Yuke Sky City

Hint: Not a tribe you see every day, so you can't help but be interested in them.

Solution: At the Yuke Sky City, you hassled the Yukes.

Anger one to four Yukes

Anger five to nine Yukes

Anger at least ten Yukes

At the Yuke Sky City, lock on to a Yuke and give him or her a good toss to knock the head clean off. Bwahaha! To elevate this medal to gold, you'll need to behead another nine Yukes—you don't get any credit for repeatedly hassling the same ones.

248 MOOGLE WOODS CAMPAIGN

Moogle Woods Station

Hint: Slay all the monsters in Moogle Woods Station and shut down the Miasma Stream.

Solution: You slew all the monsters at the Moogle Woods Station and shut down the Miasma Stream.

- Shut down the Moogle Woods Station Miasma Stream at least once

There's a lot going on in the Moogle Woods Station battlefield, and clearing the campaign without a time-extension accessory can be difficult. Take out the tonberry amok early by grabbing its cursed spike and following it to its master. Then, turn the abilities of tonberries and trickfaces against the other foes in the area, and use the scattered items as missile weapons to finish off the stragglers.

249 FAREWELL, GOLDEN SANDS

Prison Sands

Hint: Board the Selkie Train at Prison Sands Station.

Solution: You boarded the Selkie Train at Prison Sands Station ten times.

- Board the train at Prison Sands Station one to four times
- Board the train at Prison Sands Station five to nine times
- Board the train at Prison Sands Station ten or more times

Unless you're taking a really odd route through the game, this should be the last of the "farewell" medals. As always, you only need to hop onto the train and ride it anywhere to score an easy bronze medal.

250 PRISON SANDS JAILBREAK

Prison Sands

Hint: If you don't like a place, leave. Why stick around, right?

Solution: You broke out of the Prison Sands.

- Break out of prison one to four times
- Break out of prison five to nine times
- Break out of prison ten or more times

Get arrested as detailed in medal 230. When you arrive at Prison Sands Station, immediately turn around, and walk right up to the cliff's edge. Use Layle's bearer powers on the ledge to pull yourself up, and run right out the door. You can also hide in a barrel or crate without arousing suspicion, so long as no guard sees you moving. It's hard to avoid being seen by the guard at the door if you're trying to hide, but at that point you can easily succeed at a mad dash to freedom.

251 SNOWFIELDS CAMPAIGN II

Snowfields

Hint: Slay all the new monsters in the Snowfields and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Snowfields and shut down the Miasma Stream.

- Shut down the new Snowfields Miasma Stream at least once

The second Snowfields campaign won't begin until the very end of the game, after you witness the second resurrection in the Subterranean Ruins. The new roster of foes includes shadow beasts, fenrir wolves, claymores, and a Lost Emperor. Cache some extra time by beating a few easy foes, then either take the emperor down with thrown objects while it's in its default form, or crash it into a cliff wall (see medal 285).

252 MUSHROOM HUNTER

Moogle Woods Station

Hint: Moogles hunt for mushrooms in the woods.

Solution: At Moogle Woods Station, you won a mushroom-picking contest.

- Win one to four mushroom-picking contests
- Win five to nine mushroom-picking contents
- Win ten or more mushroom-picking contests

Find the one moogle with a word-bubble icon in the area surrounding the Moogle Woods Station tree. Speak to him to participate in the mushroom-picking contest, and he'll give you a minute to collect as many 'shrooms as you can. Pick more than your competitors to win this medal, and keep playing to raise it to a gold.

253 WINERY MAMA

Winery

Hint: When angered, the Winery manager is very scary.

Solution: In the Winery, you encountered the Winery Mother.

- Encounter the Winery Mother one to four times
- Encounter the Winery Mother five to nine times
- Encounter the Winery Mother at least ten times

After pursuing Goldenrod through the Forgotten Forest and traveling through the whole coastal area, return to the Winery. On the lower floor, use your powers to pull the taps on the barrels. Your continued misbehavior summons a string of stern-looking women, ending with a visit from the Winery Mother herself. Keep causing trouble until she comes down to give you a whooping. Take her down to earn the medal.

254 RELEASE BALLAST

Silent Spring

Hint: Hydras stick four tentacles out of the water to breathe.

Solution: You destroyed three tentacles, making the hydra rise almost all the way to the surface.

Destroy three of a single hydra's tentacles at least once

After earning medals 234 and 244 by destroying two hydra tentacles, the hydra core should have risen high enough to become vulnerable to attacks. Pick up an item and throw it at the center of the hydra to do a bit of damage and cause the giant beast to rotate, exposing its final two tentacles to you. Lock on and leap at one of them to earn this medal.

255 FLYING COWS

Harvest Prairie

Hint: Aren't you curious about the missing cows on Harvest Prairie?

Solution: On Harvest Prairie, you recovered all the cows from the cattle rustlers.

Recover 1-7 cows

Recover 8-11 cows

Recover all 12 cows

During a non-combat phase, speak to the chocobo-mounted rancher in the Harvest Prairie, and he'll ask you to help save his cows from inter-dimensional cattle rustlers. Scan the skies for the purple portals that pull up the cows, and rush towards them, dodging the scarecrows and trains as best you can. Lock on to the levitating cows and yank them downward to chalk up a rescue. You'll need to save them all (usually 11 or 12 cows) to get the gold.

256 LETT HIGHLANDS CAMPAIGN II

Lett Highlands

Hint: Slay all the new monsters in the Lett Highlands and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Lett Highlands and shut down the Miasma Stream.

Shut down the new Lett Highlands Miasma Stream at least once

If you've completed the first Lett Highlands campaign and finished the chain of events that occur at the Rivelgauge Monastery, a second campaign soon commences. This time, goblin samurai and healers join the usual gang of bombs and goblin hunters. Throw the goblin samurai and let them draw their blades when they get up. Once their blades are out, you can pick them up and use them as an effective weapon against their allies.

257 JEGRAN'S ELITE GUARD

Capital — Capital Gate Hall

Hint: So, you think soldiers are pushovers? Best not wind them up too much, though.

Solution: You encountered Jegran's elite guards.

Encounter Jegran's elite guards one to four times

Encounter Jegran's elite guards five to nine times

Encounter Jegran's elite guards ten or more times

Getting arrested isn't about what you do—it's about where and when you do it. Late in the game, after escaping from the Aerial Prison, return to the Capital Gate Hall and start wreaking havoc: toss innocent citizens left and right, hurl benches around, that sort of thing. Eventually, Jegran's elite guard appears to restore order. If he hits you three times, you'll be on the first train to jail—and well on your way to medals 230, 240, and 250.

258 GLUTTON

Moogle Woods

Hint: When clusters lie around, they open their mouths really wide, like malboros.

Solution: You tossed something to a downed cluster and made him eat it.

Force-feed a cluster at least once

This one is pretty easy to set up. Just knock a cluster down by throwing something at it or giving it a spin, then pick up any battlefield object and throw it at the fallen cluster. The cluster gobbles it right up, earning you the "Glutton" medal and allowing you to follow up by going for medal 259 or 268.

259 INEDIBLE

Moogle Woods Station

Hint: When clusters have something stuck in their throats, try making them cough somehow.

Solution: You made a cluster choke on something, and it coughed up a pineapple.

Make a cluster cough at least once

This one's pretty tough. First, you need to defeat one of the clusters in a way that makes it cough up a pineapple (so don't feed it). Then, hang out near the pineapple so it begins targeting you, and lead it towards the second cluster. Throw something at the pineapple to knock it down, then pick it up with your powers and use B to have it blast smoke in the second cluster's face. The cluster coughs up a pineapple, and you'll earn the medal.

260 MY FIRST TEA LEAVES

Various

Hint: Grab the materials that tonberry queens drop.

Solution: You picked up some Tea Leaves.

Find Tea Leaves at least once

Your first opportunity to earn this medal likely comes from Issue 10 of the UMA News, which should appear around the time you visit the Moogle Woods train station. You can also earn them from tonberry queens or as a very rare drop from bloomers.

261 Dance Hero

"The Palace Ball" sequence

Hint: When you perfect every dance, you become the hero of the ball.

Solution: You performed all the steps of all the dances.

- Get perfects on all three versions of all three dance styles at the Tribal Unity Ball

Doing a perfect dance at the Palace Ball means not only hitting every note, but also refraining from swinging your Wii Remote or Nunchuk when you don't need to. There are medals for perfecting each individual dance, and you'll need to achieve all three at a gold level to earn the title of Dance Hero.

262 Quickstep Master

"The Palace Ball" sequence

Hint: Want to really impress the ladies? Get the timing on every step perfect!

Solution: You perfected all the moves of the Clavat Step.

- Get a perfect score on one variation of the Clavat Step
- Get a perfect score on two variations of the Clavat Step
- Get a perfect score all three variations of the Clavat Step

During the Palace Ball, approach any Clavat (the most human-looking tribe) to attempt the Clavat Step. Despite the name of the medal, this is the slowest of the dances and has the fewest notes, so it's a good place for budding dance masters to begin. There are three variations for each dance, and you'll need a perfect score on all three Clavat Quickstep variations to earn the gold version of this medal.

263 Vineyard Campaign

Vineyard

Hint: Slay all the monsters in the Vineyard and shut down the Miasma Stream.

Solution: You slew all the monsters in the Vineyard and shut down the Miasma Stream.

- Close the Vineyard Miasma Stream at least once

You won't encounter a combat phase on your first visit to the Vineyard (while pursuing Goldenrod), but one commences soon after. The main foes are the three bloodbones, who can form into the mighty Legion when thrown into each other. Legion is powerful and its attacks are hard to dodge in the small courtyard area, but it's probably quicker to destroy a Legion with thrown wine barrels than it is to slay the three bloodbones individually.

264 Hydra Surfacing

Silent Spring

Hint: Hydras stick four tentacles out of the water to breathe.

Solution: You destroyed four tentacles, making the hydra rise completely to the surface.

- Destroy all four of a hydra's tentacles at least once

After using your lock on leap attack to damage the closest two tentacles, you'll have to throw something at the hydra's core to get it to expose the final two tentacles to your attacks. Destroy them both in a similar manner, and the hydra surfaces completely and opens its mouth. Instead of attacking it directly, use the method outlined in medal 274 to complete this five-medal sequence.

265 Whirring Blades

Lett Highlands

Hint: Goblin samurai charge in a whirlwind of katana strikes. Other goblins should look out!

Solution: A goblin samurai's blow was redirected against its own allies.

- Trick a goblin samurai into attacking an ally at least once

This medal requires a samurai with a large group of allies, so your first good opportunity occurs in the second Lett Highlands campaign. Get a bunch of goblins together, rile up the samurai, and try to stay a medium distance away from him in order to provoke his charging attack. When the goblin samurai strikes, use your roll to dodge, and hope that his blades end up buried in an ally instead.

266 My First Trading Card

Various

Hint: Grab the materials that goblin warriors drop. Luck is a HUGE factor here.

Solution: You picked up a Trading Card.

- Find at least one Trading Card

Trading Cards are a rare drop from goblin warriors, clusters, and the Lost Emperor's golem form. You can also buy Trading Cards at a moogle shop in the capital's Fountain Park Avenue later in the game.

267 Fishing Mania

Various

Hint: You'll have to fish until people think you don't do anything else.

Solution: You have caught 30 fish around the world.

- Catch 30-99 fish
- Catch 100-149 fish
- Catch at least 150 fish

If you've been diligently collecting the other fishing-related medals, you should have little problem hitting this one along the way. If you go for the rare catches, you'll have "Fishing Mania" at gold before you know it.

268 Still Hungry

Moogle Woods Station

Hint: Clusters sort of work like fusion cauldrons at workshops, though less stable.

Solution: You burst an empty cluster and it released a pineapple.

- Burst at least one empty cluster

If you destroy a cluster without giving it anything to eat first (i.e., without throwing any objects at it while it's down), it ultimately releases a pineapple enemy when it dies. While feeding the clusters is a necessary step in earning several other medals, killing it with an empty stomach is the easiest way to generate the pineapples you need for medals 228 and 238.

269 NAIL THE FOE

Moogle Woods Station

Hint: Did you see the flying cursed spikes? Learn to evade them first!

Solution: Using your powers, you made a cursed spike point towards a tonberry amok.

● Make a cursed spike point to a tonberry amok at least once

This medal is so easy to earn that you may unlock it without even being aware of what has happened. In the Moogle Woods Station, white-clad tonberry amoks hide in distant corners (they do not appear on your radar) and attack with a cursed spike that follows you around the battlefield. While the spike initially stabs down into the earth, when it rises again it points in the direction of its tonberry amok controller, unlocking the medal. If you use your powers to grab hold of the spike, it leads you right to its master, providing an opportunity to earn medal 289 as well.

270 MY FIRST LICENSE

Various

Hint: Grab the materials that tonberry queens drop. Defeat them a certain way.

Solution: You picked up a License.

● Find at least one License

This rare material can only be earned through combat, and only against fairly rare foes. Your choices are an Omega Slave, a tonberry queen in her tantrum state (see medal 280), and a Lost Emperor in its motorcycle form.

271 TANGO MASTER

"The Palace Ball" sequence

Hint: Want to really impress the ladies? Get the timing on every step perfect!

Solution: You perfected all the steps of the Selkie Tango.

● Get a perfect score on one variation of the Selkie Tango

● Get a perfect score on two variations of the Selkie Tango

● Get a perfect score on all three variations of the Selkie Tango

During the Palace Ball sequence (which you can warp to whenever you like), approach one of the beautiful Selkies and ask for a dance. The Selkie Tango is the fastest-paced of the three dances, so this one may take a bit of practice. You'll need a perfect score on all three Selkie Tango variations to earn the gold version of this medal.

272 WALTZ MASTER

"The Palace Ball" sequence

Hint: Want to really impress the ladies? Get the timing on every step perfect!

Solution: You perfected all the steps of the Alfitaria Waltz.

● Get a perfect score on one variation of the Alfitaria Waltz

● Get a perfect score on two variations of the Alfitaria Waltz

● Get a perfect score on all three variations of the Alfitaria Waltz

You'll perform the waltz at the beginning of the Palace Ball as well as whenever you ask a Lilty to dance. With its complicated sequence of notes, the Alfitaria Waltz is probably the toughest of three dances. When the orange and green notes are only slightly offset from each other, you may find it easier to swing both the Wii Remote and Nunchuk together rather than alternating between the two. You'll need a perfect score on all three Altifaria Waltz variations to earn the gold version of this medal.

273 KINGDOM RESTORED

Costa Faguita

Hint: It would be great if the Little King and his servant could be reunited.

Solution: The Little King and his servant Chime have returned to their kingdom.

● Reunite Leo and Chime at least once

First get the gold medals for shaking Leo and Chime 30 times each. (Continuously riding the Selkie Train is a good way to find them.) When you have both medals, go to the hidden coast on Costa Faguita where the treasure hunt was located, and you should find Leo and Chime waiting. Open the nearby portal and throw them in it. Afterwards, you'll randomly pull a letter from one of the mail moogles thanking you for returning them and giving you ten thousand gil.

274 HYDRA SINKING

Silent Spring

Hint: Hydras don't have gills. If they sink, they'll drown. Know where to find any heavy rocks?

Solution: You threw lots of objects into a hydra's mouth, making it sink and drown.

● Make a hydra sink at least once

After you destroy all four of its tentacles (earning four medals in the process), the hydra surfaces and open its mouth. To earn this medal, repeatedly pick up debris like rocks and tree branches and toss them into the hydra's mouth. When it fills up, the hydra sinks and drowns, earning you the medal.

275 I DEMAND MY HEAD BACK

Chocobo Circuit

Hint: Even the mighty liches are just a bunch of bones under all that glitter.

Solution: You knocked off the lich's crown, then threw it around more to remove its head.

● Decapitate at least one lich

Your only opportunity to encounter a solo lich comes during the second Chocobo Circuit campaign. To take off its head, you first need to remove the crown that makes the lich impervious to damage. In order to do that, you'll need to lure it away from the Miasma Stream—otherwise it will simply summon new crowns from the stream. When it's a safe distance from the center of the battlefield, lock on to its "Proud Crown" and yank it away. Quickly target the lich again and knock it down to take off its head and earn the medal.

276 CHOCOBO CIRCUIT CAMPAIGN II

Chocobo Circuit

Hint: Slay all the new monsters in the Chocobo Circuit and shut down the Miasma Stream.

Solution: You slew all the new monsters at the Chocobo Circuit and shut down the Miasma Stream.

Shut down the new Chocobo Circuit Miasma Stream at least once

You won't be able to challenge the second Chocobo Circuit campaign until after you return to the Subterranean Ruins for the second resurrection. Once you're done earning medal 275 (this battle provides your only opportunity), throw a pair of bloodbones into each other so the lich can join them in forming a Lost Emperor. Lock on to it and pull downward to transform it into its bike form, and then trick it into charging at you when your back is to a wall. Dodge out of the way to cause a Lost Emperor crash, destroying it instantly.

277 MY FIRST MYRRH SEEDLING

Various

Hint: Grab the materials that malboros drop. Luck is a HUGE factor here.

Solution: You picked up a Myrrh Seedling.

Find at least one Myrrh Seedling

Myrrh Seedlings are rare drops from malboros, jumbo cactuars (the kind in the second Prison Sands campaign), and Lost Emperors that are in tree-fort form. You can also earn a Myrrh Seedling for battling the demon wall, although you'll need to beat it before it crosses the very first row of doors. The warp to the Myrrh Seedling is through the door to the left (if you're facing the demon wall).

278 YET STILL HUNGRY

Moogle Woods Station

Hint: When clusters burst, what they leave behind depends on what they ate.

Solution: You burst an almost-full cluster and it released some nearby objects.

Burst at least one cluster

Knock down a cluster and throw an item at it to get it to start eating. If you feed it enough, it explodes, earning you medal 288. But if you kill it before it's had its fill (this often happens by accident when you toss items as it rises up), you'll destroy it prematurely and get this medal instead.

279 MY FIRST KEEPSAKE

Various

Hint: Grab the materials that tonberry amoks drop. Luck is a HUGE factor here.

Solution: You picked up a Keepsake.

Find at least one Keepsake

As the hint suggests, Keepsakes are a rare drop from tonberry amoks, as well as tonberries, tonberry queens, Gashadokuro, Legion, and the Lost Emperor's golem form. You can also find a Keepsake in Issue 11 of the UMA News, as a prize for the sixth treasure hunt, and in a chest during your second visit to the Subterranean Ruins.

280 QUEEN'S ORIGINS

Rivelgauge Monastery — Commoner's Graveyard

Hint: Just because you're a queen, it doesn't mean you're a lady.

Solution: You knocked down a tonberry queen and made her draw her knife and chainsaw.

Cause a tonberry queen tantrum at least once

When you meet the tonberry queen at the Commoner's Graveyard, lock on to her and knock her over, sending her teddy bear flying. Let her rise to her feet naturally, without picking up her body again. She'll rise in a psychotic fury, and draw a chainsaw with her newly free hand. Knock her down again to earn medal 300 as well.

281 PRISON SANDS CAMPAIGN II

Prison Sands

Hint: Slay all the new monsters in the Prison Sands and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Prison Sands and shut down the Miasma Stream.

Shut down the new Prison Sands Miasma Stream at least once

After completing the first Prison Sands campaign and completing the events of the Aerial Prison, you'll be able to battle a second batch of foes on the prison grounds. The new arrivals include jumbo cactuars and death machines (heavily armed versions of the crystal armor machines you faced in the Aerial Prison). Dispense with the death machines by playing with their emergency levers, then turn the cactuars against each other to finish the campaign.

282 SLIDE MASTER

Various

Hint: Hit as many flags and snowmen as you can.

Solution: You hit a total of 50+ snowmen/flags in the three sliding games.

Hit 50-99 snowmen/flags

Hit 100-149 snowmen/flags

Hit at least 150 snowmen/flags

You'll earn this medal based on the total number of flags and snowmen you hit in the three sliding mini-games: the Covenant Falls and Forgotten Falls courses that link the Selkie Guild to High Tide Cove, and the ski course that begins at the Commoner's Graveyard in Rivelgauge Monastery. Since you can't warp to these mini-games, it's easiest to tally up the points with a loop of the two waterfall games.

283 VICTORY MONUMENT HILL CAMPAIGN II

Victory Monument Hill

Hint: Slay all the new monsters on Victory Monument Hill and shut down the Miasma Stream.

Solution: You slew all the new monsters on Victory Monument Hill and shut down the Miasma Stream.

Shut down the second Victory Monument Hill Miasma Stream at least once

The second Victory Monument Hill campaign commences after the events in the Aerial Prison. In addition to several familiar foes, you'll face a powerful death machine. Repeatedly flip its emergency lever to disarm and destroy it.

284 MY FIRST BOARD GAME

Various

Hint: Grab the materials that death machines drop.

Solution: You picked up a Board Game.

Find at least one Board Game

If you return to Bridge Town after the events in Rivelgauge Monastery, you may find escaped convicts hiding from the prison guards. Turning them in earns you medal 153, but helping them escape (by picking them up and carrying them to the exit) eventually earns you a letter of gratitude with a Board Game as a thank you gift. You can also earn a Board Game from Issue 15 of the UMA News, or as rare drops from fallen bombs, claymores, and death machines.

285 THE OTHER SIDE OF SPEED

Snowfields or Chocobo Circuit

Hint: Speeding is illegal. Show them what happens when you go too fast!

Solution: Using your powers, you crashed a charging Lost Emperor (in bike form) into a wall.

Crash a Lost Emperor at least once

You'll find a Lost Emperor in the second campaign of the Snowfields, and you can build one out of a lich and bloodbones in the second Chocobo Circuit campaign. Lost Emperors default to a Legion-esque golem form, but you can switch them to a bike form by locking on and swinging your Wii Remote upward. When a Lost Emperor is in bike form, stand between it and a nearby wall and wait for it to charge at you. Roll out of the way to send it crashing to its death.

286 SHAPESHIFTING IMMORTAL

Snowfields or Chocobo Circuit

Hint: That's not the last you've heard from the Lost Emperor. More research is needed.

Solution: Using your powers, you changed a Lost Emperor from bike to bone golem form.

Transform a Lost Emperor at least once

The Lost Emperor appears in the second Snowfields and Chocobo Circuit campaigns, which only occur at the very end of the game (after you meet Amidatelion for the second resurrection). When you encounter one, lock on to it and swing the Wii Remote downward to transform it into its bike form. Then lock on again, and swing the Wii Remote upward to return it to its default bone golem form and earn the medal.

287 SCARLET BLOSSOMS

Snowfields or Chocobo Circuit

Hint: Find the final incarnation of the Lost Emperor.

Solution: Using your powers, you changed a Lost Emperor from bone golem to tree fort form.

Transform the Lost Emperor into a tree fort at least once

The Lost Emperor is composed of two bloodbones and a lich. When you lock on to it, you're locking on to the lich, and the position in which you set the lich determines the Lost Emperor's form. In the default bone golem form, the lich is in the middle. Lock on and pull downward to put the lich on the bottom, which transforms the Lost Emperor into its final tree fort form.

288 FOOD FIGHTER

Moogle Woods Station

Hint: Feed clusters well, because they may leave behind materials you can use.

Solution: You burst a full cluster and it released some material.

Force-feed a cluster until it bursts at least once

When force-feeding a cluster to death, you'll need to be careful not to accidentally destroy it. Knock it down without damaging it by locking on and giving it a horizontal spin. Then pick up objects and throw them at the fallen cluster until it explodes; it'll take roughly five objects (depending on their size), but you'll probably need to knock it down again after every two you throw in.

289 INVISIBLE ASSASSIN

Moogle Woods Station

Hint: Look at the cursed spikes during battle. Which way do they point…?

Solution: You defeated a tonberry amok who was pointed to by a cursed spike.

Follow a spike to a tonberry amok and defeat it at least once

As you battle in the Moogle Woods Station, Royal Library, or Commoner's Graveyard, a cursed spike often torments you throughout the battlefield. After it plants itself in the ground in an attempt to impale you, lock on and pick it up with your powers. The spike then spins around like a compass—move in the direction that the blade points. Eventually, it leads you to the well-concealed tonberry amok who is secretly controlling it. Slay the tonberry amok with its own spike to earn the medal.

290 MOOGLE WOODS CAMPAIGN II

Moogle Woods Station

Hint: Slay all the monsters in Moogle Woods Station and shut down the Miasma Stream.

Solution: You slew all the new monsters in Moogle Woods Station and shut down the Miasma Stream.

Shut down the Moogle Woods Miasma Stream at least once

You may not even notice when the second campaign begins in Moogle Woods Station, because it's so similar to the first. The one and only difference is that a single tonberry queen now roams among the usual assortment of foes. With so many enemies who become powerful weapons when captured, you shouldn't have much trouble dispensing with her.

291 MY CRYSTAL CANNON

Prison Sands

Hint: The crystal cannon on that armor looks like it'll come off easily.

Solution: You deactivated the crystal cannon equipped on a crystal armor machine.

Deactivate a death machine crystal cannon at least once

Crystal armor machines aren't equipped with crystal cannons, but death machines, which appear in the second Prison Sands and Victory Monument Hill campaigns, always carry them. Removing one follows the same process as removing a standard cannon from the commander crystal armor machines in the Aerial Prison. Stun the death machine, lock on to its emergency lever, and pull it vertically to eject the weapon.

292 MY CANNON

Aerial Prison

Hint: The cannon on that armor looks like it'll come off easily.

Solution: You deactivated the cannon on a crystal armor machine.

Deactivate a crystal armor machine cannon at least once

This medal concerns the cannon atop the commander crystal armor in the Aerial Prison. You can lock on to the cannon and pull it, but that won't earn you the medal. Instead, you need to knock the commander crystal armor down (by using its emergency lever to send it crashing into a wall, for example), then lock onto the lever while it's stunned, and pull it vertically to eject the cannon.

293 MY FIRST CRYSTAL CIRCUIT

Various

Hint: Grab the materials that death machines drop. Luck is a big factor here.

Solution: You picked up a Crystal Circuit.

Find at least one Crystal Circuit

You can only obtain Crystal Circuits by defeating rare mechanical enemies. They're held by death machines, Omega Slaves, and activated Iron Giants. Since you'll need to repeatedly battle Omega Slaves to earn Dark Matter anyway (see medal 001), you might as well add a Crystal Circuit to your Aerial Prison Interior shopping list.

294 MY FIRST REPLICA GUN

Various

Hint: Grab the materials that the Crystal Weapons drop.

Solution: You picked up a Replica Gun.

Find at least one Replica Gun

You can get early Replica Guns from far easier foes than death machines and Omega Slaves—goblin hunters and ahriman pack them too. You can also earn one as a prize for completing the eighth weekly treasure hunt in Bridge Town.

295 MY FIRST TRAFFIC TICKET

Various

Hint: Grab the materials that the Lost Emperor drops. Luck is a big factor here.

Solution: You picked up a Traffic Ticket.

Find at least one Traffic Ticket

Traffic Tickets are rare drops from goblin samurai and Lost Emperors that are in bike form. You can also find a freebie in the very last issue of UMA News, which is titled "UMA News Draft." Make sure to pick up a copy before you meet Keiss at the capital's Central Shuttle Platform.

296 MY FIRST ACTION FIGURE

Various

Hint: Grab the materials that the Lost Emperor drops. Luck is a big factor here.

Solution: You picked up an Action Figure.

Find at least one Action Figure

The Lost Emperor may drop an Action Figure when it's defeated in its default golem form, and the Iron Giant sometimes drops one when it's destroyed at full energy. You can also earn one for besting the demon wall before it passes the second row of doors; facing the demon wall, it's through the second door on your right.

297 MY FIRST FOREVER FRUIT

Various

Hint: Grab the materials that the Lost Emperor drops. Luck is a big factor here.

Solution: You picked up a Forever Fruit.

Find at least one Forever Fruit

Only two enemies possess the rare and prized Forever Fruit. Lost Emperors sometimes drop it when they're defeated in tree-fort form, and if you get very lucky, a jumbo cactuar in the second Prison Sands campaign may drop one too.

298 CHERRY CHECKPOINT CAMPAIGN II

Cherry Checkpoint

Hint: Slay all the new monsters at Cherry Checkpoint and shut down the Miasma Stream.

Solution: You slew all the new monsters at Cherry Checkpoint and shut down the Miasma Stream.

Shut down the new Miasma Stream at Cherry Checkpoint at least once

The second Cherry Checkpoint campaign occurs late in the game, after you and Amidatelion witness the second resurrection. It's noteworthy for its rare armor flan, which provides an opportunity for you to earn medals 318 through 320. But, if you're aiming to shut down the stream, lift the armor flan's lid and pound it with thrown objects (including lil' flan princesses) to take it down quickly.

299 EVERYONE'S GRUDGE

Various

Hint: Tonberries seem to leave bad vibes. Do you feel any around you…?

Solution: You found a photograph of a tonberry soul.

Take at least one photograph of a tonberry soul

During battles in the Moogle Woods, Commoner's Graveyard, and Royal Library, tonberry amoks will sling cursed nails at you. Allow Layle to get hit by these nails until he emits purple smoke, indicating that Layle has been cursed, then take a picture with button ❷. You don't need to save the pics to earn the medal.

300 QUEEN'S MIGHT

Rivelgauge Monastery — Commoner's Graveyard

Hint: When a tonberry queen gets mad, knock her to the ground again.

Solution: You knocked a dual-wielding tonberry queen down, and made her issue an all-out charge.

Make a tonberry queen order an all-out charge at least once

In the Commoner's Graveyard, find the tonberry queen and use your powers to knock her over. When she rises, she'll draw a chainsaw to use alongside her knife, and come at you with both weapons. Lock on to her and knock her over, once again allowing her to rise naturally. This time, she'll order all the tonberries in the area to aggressively attack you. At least you'll get a medal out of it!

301 CRYSTAL ARMOR

Aerial Prison

Hint: You cannot avoid this battle if you wish to proceed. You must emerge victorious!

Solution: You defeated the crystal armor that guards the Aerial Prison.

Defeat at least one crystal armor machine

After you penetrate the Aerial Prison in search of the Selkie captives, you'll find yourself in a large room with several crystal armor machines. Destroy at least one of them by using the techniques outlined in medals 312 and 314. You only need to destroy a single one of them to open the prison doors and earn this medal.

302 SCRAPPER

Aerial Prison

Hint: If you strip off the crystal armor, you'll see it's just a regular pilot inside.

Solution: Using your powers, you stripped the armor off a crystal armor machine.

Tear at least one piece off a crystal armor machine

To earn this medal, you'll need to knock down one of the crystal armor machines that guard the Aerial Prison. One way to do this is to force it to smash into a wall by pulling its emergency lever. Once it's down, lock on to the crystal armor itself and pull upward to start yanking off pieces.

303 MY SHIELD GENERATOR

Aerial Prison

Hint: Hmm, an externally mounted shield generator. It's like they're begging you to use it.

Solution: You used a shield fenerator from a crystal armor machine.

Steal at least one shield generator

The crystal armor machines in the Aerial Prison are typically equipped with either an auto-repair device or shield generator that hovers slightly above them. Locate one with a shield generator, lock on to it, and yank it towards yourself for a medal. The shield can ward off enemy attacks for as long as you hold it.

304 MY AUTO-REPAIR DEVICE

Aerial Prison

Hint: Hmm, an externally mounted auto-repair device. It's like they're begging you to use it.

Solution: You used an auto-repair device from a crystal armor machine.

Steal at least one auto-repair device

The crystal armor machines in the Aerial Prison are typically equipped with either an auto-repair device or shield senerator that hovers slightly above them. Locate one with an auto-repair device, lock on to it, and yank it towards yourself for a medal and a free burst of healing.

305 HEAD MATRON

Rivelgauge Monastery

Hint: How will the monastery react if you tell them you saw something scary?

Solution: At Rivelgauge Monastery, you encountered the Head Matron.

Encounter the Head Matron one to four times

Encounter the Head Matron five to nine times

Encounter the Head Matron at least ten times

After facing Blaze and completing the rest of the storyline events at Rivelgauge Monastery, return there later in the game to earn medals 222, 305-307, and 317. The monastery has quieted down since your last visit, so do some damage—toss the pilgrims around, play in the confessional booth, and so on. Your misbehavior soon summons the Head Matron to give you the whooping you deserve.

306 CHOCOBO HATCHER

Rivelgauge Monastery — Chocobo Barn

Hint: Apparently, there's a knack to artificially hatching chocobo chicks.

Solution: At the Chocobo Barn, you hatched chocobo chicks.

Hatch 1-9 chocobo chicks

Hatch 10-19 chocobo chicks

Hatch at least 20 chocobo chicks

On later visits to the Rivelgauge Monastery, you'll be able to enter the Chocobo Barn where the pilgrims are working hard to hatch new chocobos. To help, lock on to each egg until you find one that makes your Wii Remote shake, then toss it one around with horizontal swings. You may hatch a turtle or two in the process, but eventually you'll find a chocobo chick.

307 COMMONER'S GRAVEYARD CAMPAIGN

Rivelgauge Monastery — Commoner's Graveyard

Hint: Slay all the monsters in the Commoner's Graveyard and shut down the Miasma Stream.

Solution: You slew all the monsters in the Commoner's Graveyard and shut down the Miasma Stream.

Shut down the Commoner's Graveyard Miasma Stream at least once

When you return to the Rivelgauge Monastery after defeating Blaze and making your escape, you can enter the Commoner's Graveyard again via a door in the Chocobo Barn. With all three varieties of tonberry in attendance, the Commoner's Graveyard can be a dangerous place. Fortunately, that knife cuts both ways—knock down a normal tonberry and use its blade to quickly eliminate the tonberry queen and tonberry amoks.

308 MY FIRST COSMETICS

Various

Hint: Grab the materials that flan princesses drop. Chubbier ones drop more!

Solution: You picked up some Cosmetics.

Find Cosmetics at least once

You can sometimes squeeze Cosmetics out of the flan princess in the second Cherry Checkpoint campaign, particularly if it has fused with several lil' flan princesses. Cosmetics are also a rare drop from the Tallows that appear in the Commoner's Graveyard and Royal Library.

309 MY FIRST TIARA

Various

Hint: Grab the materials that flan princesses drop. Luck is a big factor here.

Solution: You picked up a Tiara.

Find at least one Tiara

You'll have to hit the battlefield if you want a Tiara. They're rare drops from both flan princesses and tonberry queens, so the Commoner's Graveyard campaign and the second campaigns at Cherry Checkpoint and Moogle Woods Station provide your best opportunities to grab one.

310 MY FIRST TEDDY BEAR

Various

Hint: Grab the materials that tonberry queens drop. There's a trick involved.

Solution: You picked up a teddy bear.

Find at least one reddy bear

Tonberry queens only drop teddy bears if they're slain in their original state (in other words, don't let them draw their chainsaw). Teddy bears are also a very rare drop of killer hound and shadow beast enemies, and appear as one of the demon wall treasures. (When facing the demon wall, it's through the second doorway on your left.)

311 CRANE COLLAPSE

"Save the Selkies!" sequence

Hint: To help the Selkies, you need to give them something they can climb up.

Solution: You toppled the crane in the Aerial Prison.

Collapse the Aerial Prison crane at least once

You'll earn this medal during the "Save the Selkies!" sequence that occurs after the crystal armor machine battle in the Aerial Prison. At the start of the sequence, run across the catwalks to the small crane at the far end, lock on to it, and yank it downward to provide a lifeline for the Selkies below.

312 SPECIAL FORCES DUDE

Aerial Prison

Hint: Did you see the lever on the back of the crystal armor? What is it for…?

Solution: You pulled a lever on the back of a crystal armor machine and made it charge into a wall.

Make at least one crystal machine smash into a wall

On the back of each of the crystal armor machines that protect the Aerial Prison, you'll find an emergency lever that you can lock on to independently of the machine itself. If you lock on and yank the lever vertically, you'll force the crystal armor machine to do a high-speed charge. If that charge sends it smashing into a wall, you'll earn a medal for your efforts.

313 COMPULSORY DISARMAMENT

Aerial Prison

Hint: Crystal armors function differently depending on the lever position.

Solution: You pulled a lever on the back of a crystal armor machine and disarmed it.

Disarm a crystal armor machine at least once

Knock down a crystal armor machine by spinning it around or forcing it to crash into a wall. Then slip behind it, lock on to its emergency lever, and pull it vertically to snap off its armaments and earn yourself a medal in the process.

314 EMERGENCY ESCAPE POD

Aerial Prison

Hint: It looks like the crystal armor pilot can't get out on his own. Why not lend a hand?

Solution: You pulled a lever on the back of a crystal armor machine and forced the pilot to eject.

Force a crystal armor machine pilot to eject at least once

Knock down a crystal armor machine by using a technique like the one discussed in medal 312. Then, while it's down, lock on to its emergency lever and yank the Wii Remote vertically. The first time you do this, you'll strip away its armor and some of its weapons. If you repeat the process on an already stripped crystal armor, you'll force the pilot to eject, effectively destroying the vehicle.

315 DEMON WALL

Subterranean Ruins — Ghost City

Hint: Can you topple the demon wall?

Solution: You defeated the demon wall.

Defeat the demon wall at least once

Defeating the demon wall is much easier later in the game. You get more time, and you'll have accessories powering up your abilities. You'll get the opportunity for a rematch when Amidatelion asks you to join her for the resurrection; re-enter the Subterranean Ruins from the entrance past the Chocobo Circuit battlefield, and retrace your original path to the Ghost City. See "Shattering the demon wall" earlier in this section for tips on how to beat it.

316 ORPHANS' TREE

Rivelgauge Monastery

Hint: Why not help the children decorate the tree in the monastery garden?

Solution: You decorated the tree in the Rivelgauge Monastery garden.

Decorate the tree at least once

On your second visit to the Rivelgauge Monastery, you'll find the orphan children in the yard attempting to decorate a giant pine tree. Help them out by throwing the ornaments at the tree (they'll stick). It'll take around five new ornaments to win you the medal, so you'll need to grab some of the ornamental stars and candles from inside the monastery to finish the job.

317 MY FIRST DEATH MASK

Various

Hint: Grab the materials that tallows drop. Defeat them a certain way.

Solution: You picked up a Death Mask.

Find at least one Death Mask

The Death Mask is a fairly common drop from tallows that die with lit wicks. It should be easy to light them up and finish them off at the Commoner's Graveyard. (Tallows often burn themselves out without any help from you, so make sure to scour the battlefield for dropped items after the fight!) Death Masks are also a rare drop from claytaurs, and you can find a free Death Mask in a chest in the Wealthy Man's Grave in the Commoner's Graveyard.

318 COMING OUT

Cherry Checkpoint

Hint: With some monsters, you just have to help them crawl out of their shells!

Solution: With multiple attacks, you destroyed an armor flan's shell.

Smash the shell of an armor flan at least once

It's a lot easier to just lift the lid of the armor flans that appear in the second Cherry Checkpoint campaign, but you'll get this medal if you punch through their armor instead. You'll have to hit the armor flan with six or seven thrown objects to shatter it, and you'll want to aim low and choose small projectiles so you don't accidentally hit the parasol at the top (which causes the lid to lift, getting you medal 319 instead).

319 PUDDING-IN-A-CUP

Cherry Checkpoint

Hint: You know those puddings that come in a cup? Armor flans look a lot like that.

Solution: Using your powers on its head, you extracted an armor flan from its shell.

Remove an armor flan's shell at least once

Seemingly indestructible armor flans make their debut in the second campaign at the Cherry Checkpoint. The easiest way to extract a Flan from its indestructible shell is to lock on to the parasol on the lid and lift it upwards. A flan princess then plops out of the cup.

320 FLYING CARAPACE

Cherry Checkpoint

Hint: You can throw lil' flans to defeat them, but what about lil' flan princesses?

Solution: You put a shell around a lil' flan princess.

Put a shell around at least one lil' flan princess

Once you've extracted a flan princess from an armor flan (by using the methods discussed in medal 318 or 319), tear it apart by locking on to the flan princess and swinging the Wii Remote in any direction. Then, pick up one of the lil' flan princesses that pop out and throw it at something. It protects itself by developing a little shell that makes it look like a gelatin mold.

321 ULTRA RESCUE

"Save the Selkies!" sequence

Hint: In the Aerial Prison, you freed all the Selkies from Jegran.

Solution: In the Aerial Prison, you freed all the Selkies from Jegran.

Perform at least one perfect rescue

There's quite a bit of luck involved in this one, but it isn't hard when you know what you're doing. Immediately smack Jegran with the bent ladder that's blocking your catwalk, then rush to the crane to pull it down. Throw everything you can at Jegran. Your goal is to save half the Selkies before Jegran can reach them, which subsequently triggers an event that resets Jegran's position.

322 AERIAL PRISON REVISITED

Aerial Prison

Hint: You left that place in a rush. Fancy going back for a visit?

Solution: You revisited the Aerial Prison Interior.

Return to the Aerial Prison at least once

Returning to the Aerial Prison is as easy as selecting it from the warp menu at your pool in the Yuke Sky City. But to keep your newly earned medal, you'll have to complete a tough campaign against powerful Omega Slave mechs backed up by a pack of goblins.

323 AERIAL PRISON INTERIOR

Aerial Prison

Hint: Slay all the monsters in the Aerial Prison Interior and shut down the Miasma Stream.

Solution: You slew all the monsters inside the Aerial Prison Interior and shut down the Miasma Stream.

Shut down the Aerial Prison Interior Miasma Stream at least once

When you return to the Aerial Prison, you'll find it inhabited by a mixed bag of goblins and two Omega Slaves. The Omega Slaves are much more heavily armed than crystal armor machines, but they go down the same ways—spin 'em around, use their emergency levers to eject their armaments and send them into a wall, then eject the pilot for the finishing blow.

324 CRYSTAL CHAMBER REVISITED

Subterranean Ruins — Crystal Chamber

Hint: You left that place in a rush. Fancy going back for a visit?

Solution: You revisited the Crystal Chamber.

Return to the Crystal Chamber at least once

Towards the end of the game, you'll get a letter from Amidatelion asking for your help with the second resurrection. Return to the Subterranean Ruins, either from the cave entrance near the Chocobo Circuit battlefield (which gives you a chance at new treasure chests and a rematch with the demon wall) or the cave exit in the Lett Highlands. You'll earn this medal when you approach the Crystal Chamber.

325 TREASURE GUARDIAN DESTRUCTION

Subterranean Ruins — Ghost City

Hint: Try to defeat the guardian as quickly as possible. You might be rewarded.

Solution: In Ghost City, you defeated the demon wall and obtained its treasure.

Earn one to two demon wall treasures

Earn three to five demon wall treasures

Earn all six demon wall treasures

The second time you battle the demon wall, you should have a good shot at beating it—see "Shattering the Demon Wall" for tips on how and when to fight it. There are six doors in the hallway in which you fight the demon wall, and when it's destroyed, all the doors that it has not yet reached will open. There is a warp inside each door that can take you to a treasure. Collecting any one treasure earns you this medal, but you'll need to snag all six to make it gold.

326 CAVE IN THE CLIFF CAMPAIGN II

Cave in the Cliff

Hint: Slay all the new monsters in the Cave in the Cliff and shut down the Miasma Stream.

Solution: You slew all the new monsters in the Cave in the Cliff and shut down the Miasma Stream.

Shut down the new Cave in the Cliff Miasma Stream at least once

After your first visit to the Cave in the Cliff, you'll be unable to return until Amidatelion asks you to come witness the resurrection. Enter from the cave on the ledge just past the Chocobo Circuit, and you can retrace your route from the beginning of the game. Near the entrance, you'll encounter a new campaign with a more powerful assortment of goblins. Anger a goblin samurai so it draws its sword, and use its blades to finish off its allies, starting with that pesky goblin healer.

327 CANDLE LIGHT

Commoner's Graveyard or Royal Library

Hint: Here's a subtle hint: light a candle.

Solution: You hit a tallow with fire attacks, igniting its wick and sending it into a panic.

Light a tallow at least once

To earn this medal, pick up one of the fire books in the Royal Library and throw it at the tallow. This can also be done by throwing torches in the Commoner's Graveyard, although the tricky part there is finding one that hasn't already accidentally lit *itself* on fire. If all the tallows are already ablaze, douse one with a Snowball and then relight it yourself to earn the medal.

328 BULLET-DODGING LEGEND

"Alexis Showdown" sequence

Hint: When you're leaping toward the Alexis, it would be even cooler if you took no damage.

Solution: You did not take any damage from the Alexis I.

Perform at least one perfect boarding maneuver

This one's tough, since you have barely a second to react before the first bullet hits you. You'll need to roll past the bullets and plot a careful course to right beneath the figurehead, which is the only true safe spot on the ship. Don't jump for the figurehead too early, or you'll get hit in midair. If you fail, you can reset and resume from an autosave file created just before the part where you have the Alexis take evasive maneuvers.

329 ARMS DESTROYER

Final Battle

Hint: Jegran's mechanical arms can be destroyed.

Solution: You destroyed Jegran (final form)'s arms.

Destroy Jegran's arm at least once

Of the three medals for the game's final encounter, this is by far the easiest. When it appears in the second phase of the battle, lock on and yank at the pieces of Jegran's arm to damage it. If you get low on health, destroy some of the crystal machines to earn recovery items.

330 CAPTURE MEISTER

Final Battle

Hint: You can target and capture Jegran's armor and weaponry.

Solution: You captured all of Jegran (final form)'s armor and weaponry.

Capture all of Jegran's pieces at least once

Whenever you destroy a gun turret or peel a piece of armor off Jegran, you'll have a chance to lock on to it and swing the Wii Remote upward to pull it towards yourself. You can then throw it or, in the case of the gun turrets, fire them with B. To earn this medal, you'll need to do this to every single piece of armor and all four turrets. When gunning for this medal, prioritize destroying Jegran's arms and the crystal weapons, so that they can't interfere.

THE GOBLIN HORDE

Goblins are the most numerous of the enemy types you'll face on your quest. After your first meeting with the clumsy goblin brawlers at the Cave in the Cliff, you may be tempted to write them off as inconsequential buffoons. But the goblin samurai and goblin healers that appear late in the game should be potent enough threats to win your begrudging respect. Even the lesser goblins show an impressive array of teamwork: when you bury a goblin in the dirt or toss one into a wall, another comes rushing in to dig its brother out.

GOBLIN

Plain-vanilla goblins are mindless thugs. Their punches are clearly telegraphed and easily dodged, giving inexperienced players plenty of time to learn the nuances of telekinetic combat.

APPEARANCES:

- Cave in the Cliff Campaign
- Cave in the Cliff Campaign II

MATERIAL DROPS: (from most common to rarest)

- Nut

GOBLIN HUNTER

Goblin hunters wield a bow and arrow, and are capable of firing arrows either one at a time or in spreads of three. They tend to hang out at the periphery of combat, so don't overlook them; rush in and knock them down early in the fight. You can then pick them up and force them to fire spreads of arrows at their allies by tapping B.

APPEARANCES:

- Lett Highlands Campaign
- Lett Highlands Campaign II
- Vineyard Campaign
- Cave in the Cliff Campaign II
- Victory Hill Monument Campaign II
- Aerial Prison Interior Campaign

MATERIAL DROPS: (from most common to rarest)

- Leatherwork
- Designer Dart
- Replica Gun

GOBLIN HEALER

Goblin healers can't attack, but that doesn't make them any less of a threat. Goblin healers continuously cast a white wind spell that heals any wounded combatant within its area of effect (including Layle). Your foes are smart enough to go get healed when they're hurt, so you'll have trouble making progress in tough fights while an unchecked goblin healer is on the battlefield. On the other hand, it's nice to have a goblin healer around for when Layle is badly hurt; if you knock down a goblin healer and pick it up, you can press B to force it to cast its healing spell on Layle alone.

APPEARANCES:

- Eastern Wildlands Campaign II
- Lett Highlands Campaign II
- Vineyard Campaign
- Commoner's Graveyard Campaign
- Cave in the Cliff Campaign II
- Victory Hill Monument Campaign II
- Aerial Prison Interior Campaign

MATERIAL DROPS: (from most common to rarest)

- Prism
- Hand Strap
- Commemorative Stamp

GOBLIN WARRIOR

Goblin warriors are a step above their unarmed brothers. They have a pair of standard melee attacks, but are still only a threat at very close range. When they come rushing in, it's easy to lock on and swing the Wii Remote horizontally to toss them aside, which may leave them planted head-first in the dirt or a wall.

APPEARANCES:

- Lett Highlands Campaign
- Lett Highlands Campaign II
- Eastern Wildlands Campaign II
- Snowfields Campaign
- Cave in the Cliff Campaign II
- Victory Hill Monument Campaign II
- Aerial Prison Interior Campaign

MATERIAL DROPS: (from most common to rarest)

- Nut
- Bottle Cap
- Trading Card

GOBLIN SAMURAI

The goblin samurai is a potent warrior with two different battle stances. At the start of the fight, the samurai has his blade sheathed and fights cautiously, throwing coins at long range and drawing his blade only during a mid-range dashing attack. But when you knock down or throw a samurai and let it get up without interference, it takes a swig from its bottle and enters an enraged "drunk fu" state. (Knocking down a samurai isn't easy, because they can recover from a throw with a roll just like you can; you'll need to grab onto them again as soon as the roll ends.) Enraged samurai are much more aggressive, and acquire the ability to unleash powerful sword combos. But there are perks as well; if you knock down an enraged samurai and pick it up, you'll be able to swing its swords by pressing B.

APPEARANCES:

- Holy Mountain Way Campaign
- Lett Highlands Campaign II
- Cave in the Cliff Campaign II
- Victory Hill Monument Campaign II
- Aerial Prison Interior Campaign

MATERIAL DROPS: (from most common to rarest)

- Bottle Cap
- Fine Blade
- Traffic Ticket

LESSER BEASTS

Killer hounds and shadow beasts are among the game's easiest foes. Their attacks are fairly weak, and they're so easily distracted by fallen bones and other foes that they rarely attempt any sort of focused offense. It almost makes one feel bad about killing them—until Layle falls down near one of the dirty curs and gets peed on!

KILLER HOUND

Killer hounds typically appear alongside skeletons of some sort, and you can have all sorts of fun (and earn plenty of medals) by making them beg for fallen bones or letting them eat decapitated skulls. Their only attacks are a close-range tackle and a leaping strike.

APPEARANCES:

- Eastern Wildlands Campaign
- Chocobo Circuit Campaign II

MATERIAL DROPS: (from most common to rarest)

- Moogle Doll
- Leatherwork
- Buried Treasure
- Teddy Bear

SHADOW BEAST

Shadow beasts are identical to their killer hound cousins in every respect except one. When you use your powers to throw or knock a shadow beast into a wall, it can kick right off the wall and bounce off with no damage done. Toss 'em at your foes instead!

APPEARANCES:

- Pilgrim's Ice Cave Campaign
- Victory Hill Monument Campaign
- Snowfields Campaign II

MATERIAL DROPS: (from most common to rarest)

- Moogle Doll
- Leatherwork
- Buried Treasure
- Teddy Bear

GREATER BEASTS

The Behemoth, Coeurl, and Fenrir Wolf are the masters of fire, lightning, and ice respectively. If you can get close enough to take them down, their abilities definitely make for useful weapons against other foes. But, the greater beasts have an agility that belies their size; knocking down these fleet-footed creatures will not be easy.

FENRIR WOLF

Fenrir wolves are blizzards with feet. Those who seek to battle them at close range may quickly find themselves impaled by their ice shards or caught in blasts of frozen breath. Also beware their incredible balance: if you lock on to one and attempt to knock it to either side, it lands on its feet and immediately launches a lunging counterattack. Knocking them over isn't easy, but it's worth it; if you can pick up a fallen fenrir wolf, you'll be able to fire a spray of ice bullets with a tap of B.

APPEARANCES:

- Pilgrim's Ice Cave Campaign
- Snowfields Campaign II

MATERIAL DROPS: (from most common to rarest)

- Stuffed Specimen
- Buried Treasure
- Monster Buffet

COEURL

Coeurl aren't any easier to take down than the fenrir wolves, but at least when you try and fail they'll merely land on their feet without an immediate counterattack. Their lightning strikes and plasma spheres are powerful but quite slow, and the coeurl typically has trouble landing a hit if you keep moving. If you do manage to bring one down, you can pick it up and use it to fire shocking bursts that recharge Iron Giants and damage everyone else.

APPEARANCES:

- Harvest Prairie Campaign
- Pilgrim's Ice Cave Campaign II

MATERIAL DROPS: (from most common to rarest)

- Stuffed Specimen
- Buried Treasure
- Monster Buffet

BEHEMOTH

The behemoths of the Snowfields are playful creatures, tackling goblins one minute, then digging them out of snow drifts the next. Unlike their cousins, they're easy to knock down by locking on and swinging the Wii Remote horizontally, although they are agile enough to land on their feet when picked up and thrown. Their pyrokinetic abilities allow them to hit targets that are a few feet in front of them with incendiary explosions. But that ability isn't one that you can exploit; if you pick up a behemoth and press B, you'll simply throw it.

APPEARANCES:

- Snowfields Campaign

MATERIAL DROPS: (from most common to rarest)

- Stuffed Specimen
- Buried Treasure
- Monster Buffet

BALLISTIC BEETLES

Roller bugs and helmet heads are winged beetles with a peculiar property. If you knock either bug into another member of its species, the pair fuses into a ball. Not only does this render both bugs incapable of attacking you, but the bug sphere serves as a handy weapon that you can throw at foes or send ripping through the battlefield like a pinball (by locking on and swinging the Wii Remote horizontally).

ROLLER BUG

Roller bugs are fairly passive fighters that seem much more interested in laying eggs than tussling with you. But you'll get covered in their nasty yellow goo if you stumble into an egg cache, and if you give the bugs an opening, they might just move in and lay their eggs directly on Layle. Use an evasive roll to shake off the eggs, or they'll eat away at your health and make you flinch at inopportune times. Though they may not be a huge threat, roller bugs are often the first enemy you want to target, because it's so easy to fuse them into balls and turn them against other monsters.

APPEARANCES:

- Forgotten Forest Campaign
- Forgotten Forest Campaign II
- Cherry Checkpoint Campaign
- Cherry Checkpoint Campaign II

MATERIAL DROPS: (from most common to rarest)

- Yo-Yo
- Capsule Toy
- Spinning Top

HELMET HEAD

Helmet heads won't lay eggs on Layle the way roller bugs do, but they'll still be happy to latch onto him and drain your health with a similar attack. You can fuse them together and use them as a weapon just like you can with roller bugs, but if you don't grab the fused helmet head ball quickly, it soon begins rolling erratically around the battlefield.

APPEARANCES:

- Vineyard Campaign
- Harvest Prairie Campaign

MATERIAL DROPS: (from most common to rarest)

- Yo-Yo
- Capsule Toy
- Spinning Top

THE WALKING DEAD

The undead typically make for sloppy soldiers. They're clumsy and slow, and they just can't keep their heads on their bodies. But if you use your powers to throw three bloodbones or kyokotsu into each other, or two bloodbones and a lich, the lowly skeletons can fuse into mighty skeletal giants. It's up to you whether you prefer to battle the Skeletons one at a time or combine them into a singular but far tougher target. Needless to say, the fused giants drop significantly better materials.

SKELETON

With the ability to both use short-range melee attacks and throw their bones at more distant targets, even lowly skeletons can pose a threat to beginning players. The trick to beating them is not to focus on destroying them one by one, but to give each skeleton in the area a taste of your powers. Any attack can knock off their skulls, and they won't be able to resume their offense until they can find and reattach their lost heads. Unlike kyokotsu and bloodbones, skeletons cannot be fused into a more powerful creature.

APPEARANCES:

- Eastern Wildlands Campaign
- Between Existence & Oblivion

MATERIAL DROPS: (from most common to rarest)

- Cool Specs
- Antique
- Holy Relic

KYOKOTSU

Like skeletons, almost anything you do to a kyokotsu knocks its head off. But this won't shut them down entirely; the more temperamental kyokotsu continues to lash out at anything that gets near them as they attempt to recover their heads. Throw or knock one kyokotsu into another, and their bones begin to swirl around like a tornado. Throw a third into the cloud, and you'll create the mighty Gashadokuro.

APPEARANCES:

- Chocobo Circuit Campaign
- Sea Grotto Campaign

MATERIAL DROPS: (from most common to rarest)

- Cool Specs
- Antique
- Holy Relic

BLOODBONES

Bloodbones are quite a bit tougher than the skeletons and kyokotsu. They can land on their feet when knocked down or thrown, forcing Layle to deliver multiple attacks in quick succession to knock their heads off. The distraught bloodbones drops its blades as it rushes to retrieve its head, leaving its offense permanently crippled. (However, it can still use melee and breath attacks.) Since they're fairly tough individually, it may actually be easier to just knock three bloodbones into each other to form a Legion, the bloodbones version of the Gashadokuro.

APPEARANCES:

- Vineyard Campaign
- Victory Hill Monument Campaign
- Chocobo Circuit Campaign II

MATERIAL DROPS: (from most common to rarest)

- Antique
- Holy Relic
- Ivory Object

LICH

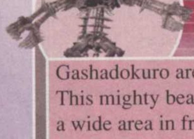
There's only one lich in the game, which appears during the second Chocobo Circuit Campaign. If you want to try taking it down, make sure you never knock two bloodbones together, or the lich subsequently leaps into the bone pile and you end up with a Lost Emperor on your hands. The lich can cast a variety of very powerful spells and is impervious to damage so long as it wears its crown. You can lock on to the crown and yank it away, but the lich immediately pulls a new crown from the Miasma Stream. To destroy a lich, the first step is luring it away from the Miasma Stream by battling other foes at the rims of the battlefield. When it approaches you, yank the crown off and then pound the lich with thrown objects and attempts to knock it down. Once you take its head off, don't let it recover; pick it up, throw it into walls, and throw other objects at it until it's destroyed.

APPEARANCES:

- Chocobo Circuit Campaign II

MATERIAL DROPS: (from most common to rarest)

- Holy Relic
- Crown
- Deadly Poison



GASHADOKURO

Gashadokuro are only created when three kyokotsu are fused together. This mighty beast can use its six hands to repeatedly slap anything within a wide area in front of it, damaging Layle and knocking thrown objects out of the sky. It can also fire powerful balls of energy that explode on impact. You can't knock a Gashadokuro over, but if you lock on and swing the Wii Remote horizontally, you'll briefly stun the beast, allowing you to damage it with lunge attacks and thrown objects. But attacking it with the offensive abilities of other enemies in the area is usually a more effective tactic.

MATERIAL DROPS: (from most common to rarest)

- Antique
- Holy Relic
- Keepsake

LEGION

A Legion is formed when three bloodbones are fused together. It behaves similarly to the Gashadokuro, but since it has access to the six swords of its three bloodbones, it can dish out far stronger melee attacks than the Gashadokuro's bare-hand slaps. Fortunately, the explosives it spits are easily dodged, so Layle can maintain the advantage when battling at long range by throwing objects.

MATERIAL DROPS: (from most common to rarest)

- Holy Relic
- Ivory Object
- Keepsake

LOST EMPEROR

You can form a Lost Emperor in the second Chocobo Circuit Campaign by fusing together a lich and two bloodbones. You'll also encounter a preconstructed Lost Emperor in the second Snowfields Campaign. The Lost Emperor is a strange foe; it defaults to a Legion-like golem form, but after locking on to the lich within the construct, you can change it into a bone motorcycle by pulling the Wii Remote upward, or transform it into an immobile, spell-casting tree-fort by pulling the Wii Remote downward. The motorcycle form is probably the easiest of the three to beat, because you can kill it instantly by positioning yourself between it and a wall, then locking on and causing it to crash by swinging the Wii Remote horizontally when it charges. Destroying each form gains you unique rewards, with the tree-fort dropping particularly rare materials.

APPEARANCES:

- Snowfields Campaign II

MATERIAL DROPS — GOLEM FORM:

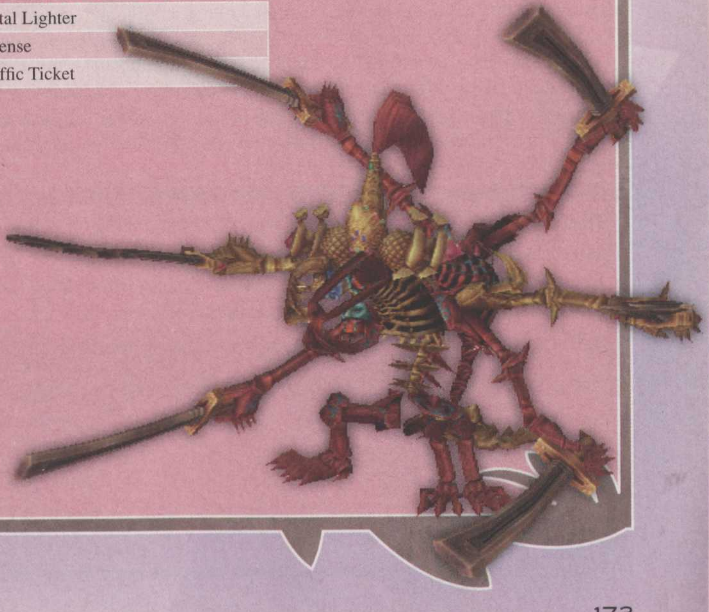
- Trading Card
- Keepsake
- Action Figure

MATERIAL DROPS — BIKE FORM:

- Metal Lighter
- License
- Traffic Ticket

MATERIAL DROPS — TREE-FORT FORM:

- Ornamental Plant
- Deadly Poison
- Forever Fruit
- Myrrh Seedling



FINNED FIENDS

By sticking to pools of water and sand, sahagin and sand sharks are able to resist Layle's powers. To defeat them, you'll either need to hook them when they leap up to attack, or destroy them with thrown objects and the attacks of other creatures.

SAHAGIN

There are actually two types of sahagin, but it isn't easy to tell them apart until you manage to flip one of them onto dry land. One type flops around pathetically, while the other kind walks back to the water on tiny vestigial legs. As a general rule, you shouldn't flop them onto dry land anyway, unless you're gunning for the "Rod & Lure" medals. A better play is to lock on to them while they're in the water, wait for them to leap, and then yank the Wii Remote upward to capture them. You can then press B to turn their water blasts against their swimming friends. (You wouldn't think sahagin would be vulnerable to water attacks, but it hurts them the same as it would any other foe.)

APPEARANCES:
High Tide Cove Campaign
High Tide Cove Campaign II
Silent Spring Campaign
Pilgrim's Ice Cave Campaign II

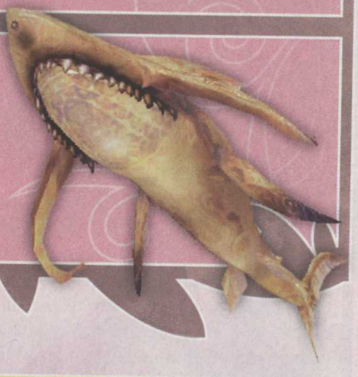
MATERIAL DROPS: (from most common to rarest)
Tasty Tidbit
Tin Can
Stuffed Specimen

SAND SHARK

Sand sharks don't swim in water, they swim in the sandy turf of the Prison Sands area. They're even harder to fish up than sahagin, since they dive down to break your locks before diving up to attack. You'll need to quickly reestablish your lock in mid-air to knock them onto their sides. As with the sahagin, you'll earn a medal for this, but it isn't the best strategy for defeating them. It's a whole lot easier to throw objects at them and blast them with cactuar needles.

APPEARANCES:
Prison Sands Campaign
Prison Sands Campaign II

MATERIAL DROPS: (from most common to rarest)
Tasty Tidbit
Buried Treasure
Artwork



LIVING EXPLOSIVES

Each has a different trigger, but bombs, claymore, clusters, and pineapples all go down in an explosion of some sort or another. Their standard dashes and tackle attacks pose little threat; battling these foes is all about triggering their detonations to take out as many enemies as possible without harming Layle.

BOMB

You can set a bomb on fire by either dealing heavy damage to it or by hitting it with a flame type attack (such as locking on to it and spinning it horizontally when it's using its own flaming breath). When it's on fire and has less than 1/3 of its health, the bomb explodes on impact. At this point, you want to take it down gently with a horizontal spin (which deals no damage), capture it with your powers, and hurl it into a pack of foes for a devastating explosion. Don't hold onto it too long, or it'll blow up right on top of you.

APPEARANCES:
Lett Highlands Campaign
Lett Highlands Campaign II
Victory Hill Monument Campaign

MATERIAL DROPS: (from most common to rarest)
Metal Lighter
Fireworks
Board Game

CLAYMORE

There isn't any type of attack or any amount of damage that can make a claymore explode. The only way to detonate one is to lock on to it when it's above soft snow, then swing your Wii Remote downward. This technique plants the claymore into the snow with only its red detonator above the surface. Your foes are typically smart enough not to blunder into a buried claymore, and many can actually dig them up. So to kill two birds with one stone, you may need to use your powers to toss them at the detonator. Boom!

APPEARANCES:
Snowfields Campaign
Snowfields Campaign II

MATERIAL DROPS: (from most common to rarest)
Metal Lighter
Fireworks
Board Game

CLUSTER

The only way to make a cluster explode is to force-feed it objects until it pops. Knock one down by throwing something at it or giving it a horizontal spin, then pick up battlefield objects and toss them into its mouth. When it gets up, knock it down again (the heavier it gets, the easier this becomes), and toss in more food. Feeding it to death won't cause much of an explosion, so if you're hoping for a big boom, you'll want to use another tactic. Destroy a cluster by any means other than over-feeding it, and it spits out a highly explosive Pineapple when it dies.

APPEARANCES:
Moogle Woods Station Campaign
Moogle Woods Station Campaign II

MATERIAL DROPS: (from most common to rarest)
Metal Lighter
Commemorative Stamp
Capsule Toy*
Trading Card*
Fireworks**
Monster Buffet**

* Dropped only by partially full clusters.

** Dropped only by completely full clusters.

PINEAPPLE

Unless they've been fed to death, clusters spit out a pineapple whenever they're destroyed. Destroying a Pineapple is simple: just lock on to it and swing the Wii Remote horizontally to pull its pin. After a brief countdown, it explodes. However, if you leave the pin intact and knock down a pineapple by throwing something at it, you can then pick it up and use B to shoot smoke at your foes.

MATERIAL DROPS: (from most common to rarest)
Metal Lighter
Tin Can
Fireworks

KILLER CACTI

Cactuars can do a lot of damage by firing their deadly needles in rapid bursts. In *The Crystal Bearers*, however, this aspect makes them more of an asset than a threat. Cactuars and jumbo cactuars are easy to grab and can be used like machine guns while they are held in Layle's capture beam.

CACTUAR

Cactuars move erratically and can deliver solid attacks with both their short-range somersault kick and long-range needle blasts. Lock on to them and swing the Wii Remote to send them on a high-speed roll, then scoop 'em up and turn those needles against other foes. Cactuars also grow when wet, so try hitting them with pails of water just for fun. You'll earn a medal for it, but it won't improve their material drops, and unfortunately prevents you from being able to use their needle attacks.

APPEARANCES:
Prison Sands Campaign
Eastern Wildlands Campaign II

MATERIAL DROPS: (from most common to rarest)
Designer Dart
Ornamental Plant

JUMBO CACTUAR

Jumbo cactuars appear only in the second Prison Sands campaign. They behave exactly like cactuars, but have improved stats and different material drops. Players with a high Luck stat should battle them often, since they provide the easiest chance of earning rare Forever Fruit and Myrrh Seedling drops.

APPEARANCES:
Prison Sands Campaign II

MATERIAL DROPS: (from most common to rarest)
Designer Dart
Ornamental Plant
Forever Fruit
Myrrh Seedling

CLAYTAUR

Claytaurs are brown ceramic cactuars that shatter on impact with anything. Their only attack is a close-range lunge that, if it connects, sticks a bomb on Layle's head. The explosion deals out two points of additional damage and causes an untimely knockdown effect in the middle of combat.

APPEARANCES:
Royal Library Campaign
Victory Hill Monument Campaign II

MATERIAL DROPS: (from most common to rarest)
Antique
Buried Treasure
Artwork
Death Mask

HOVERING HORRORS

Bloomers and electric jellyfish behave so differently that you may not even notice how similar they look. Outside of a weakness to being spun horizontally by Layle's powers, they have little else in common.

BLOOMER

Bloomers may be plants, but that doesn't stop them from floating around the battlefield. To return them to the soil, lock on to them and swing the Wii Remote downward. When they're planted, you can use the reverse motion to pull them up. The best way to deal with bloomers is to keep them in mid-air, so you can lock on and give them a horizontal spin to knock them down. You can then pick up the fallen bloomer and throw it at another floating bloomer to pollinate and destroy both, generating a lot of materials in the process.

APPEARANCES:
Forgotten Forest Campaign
Forgotten Forest Campaign II
Silent Spring Campaign

MATERIAL DROPS: (from most common to rarest)
Four-Leaf Clover
Tea Leaves
Ornamental Plant
Spice*

* Dropped during pollination deaths only.

ELECTRIC JELLYFISH

Electric jellyfish can generate electrical charges by turning loops in mid-air, and if you lock on to one when it's charged, you can create a powerful electrical burst by swinging your Wii Remote downward (this burst charges any other nearby jellyfish, making them grow in size). The electrical attacks of the jellyfish have a very limited range, so use horizontal spins to discharge them from a distance, pick them up, and toss them into other foes. Beware of swinging the Wii Remote vertically when you're locked on to an electric jellyfish, or you'll do a leaping lunge that damages the target and may send you tumbling into the ocean.

APPEARANCES:
High Tide Cove Campaign
Costa Faguita Campaign
Sea Grotto Campaign

MATERIAL DROPS: (from most common to rarest)
Tasty Tidbit

FACES OF DEATH

Looks *can* kill—ahriman and trickfaces use their ominous glares to destroy their enemies. The trick to battling both is to knock them out of their glare attacks, pick them up, and point their deadly visages at more deserving targets.

AHRIMAN

At the beginning of a battle, ahriman are capable of nothing more than a weak, short-range lunge attack. But as soon as an ahriman is knocked down (whether by Layle or other monsters), it rises with a purple glow around its eye and begins spraying powerful eye bolts around the battlefield. Knock it down again, pick it up, and carry it around for as long as you can to ensure that these bolts hit your foes.

APPEARANCES:
Pilgrim's Ice Cave Campaign
High Tide Cove Campaign II

* Only dropped by ahriman in the purple-glow state.

MATERIAL DROPS: (from most common to rarest)
Tongue
Hand Strap
Replica Gun
Prism*

TRICKFACE

Trickfaces are perpetually surrounded by either demonic flames or angelic light. When you lock on to one and swing your Wii Remote horizontally, you'll send the trickface into a spin that changes it from the fire-breathing version to the light beam-firing version (or vice versa). After an explosion of energy, the newly transformed trickface falls down, allowing Layle to pick it up and use its abilities against the other foes on the battlefield. Trickfaces are typically more of an asset than a threat, but be aware that light-type trickfaces can heal wounded allies if you leave them unattended.

APPEARANCES:
Chocobo Circuit Campaign
Moogle Woods Station Campaign
Moogle Woods Station Campaign II

MATERIAL DROPS: (from most common to rarest)
Tongue
Capsule Toy
Hand Strap
Artwork

GELATINOUS GIANTS

The soft, squishy nature of flans make them a challenging foe for a crystal bearer relying on telekinetic powers. Most attempts to lock on to a flan and throw it result in failure, or (worse yet) separate the flan into multiple enemies. You'll need to reduce them to a puddle with thrown objects before you can pick them up and splatter them against a tree or another foe.

FLAN

The large orange flans seem to be the most common member of the flan family. On offense, they can use a variety of close-range attacks and spit goo at Layle (which pools on the ground, dealing damage when stepped on). Most attempts to use your powers against them only yanks out "lil' flans," which then need to be destroyed individually or thrown back into the original flan to merge them back together. Pelting flans with thrown objects is the easiest and least messy way to bring them down.

APPEARANCES:
Costa Faguita Campaign
Cherry Checkpoint Campaign
Holy Mountain Way Campaign II

MATERIAL DROPS: (from most common to rarest)
Prism
Rainbow Wine

ARMOR/PRINCESS FLAN

The one and only armor flan appears in the second Cherry Checkpoint campaign. Its armor is a hardened pudding cup, which can be removed merely by locking on to its decorative parasol and swinging the Wii Remote upward. A pink princess flan then oozes out of the cup, and begins generating lil' princess flans at an alarming rate. You can try to kill her as quickly as possible with thrown objects, or you can collect her spawn and throw them back at her to swell her size. The only way to get her rare drop is to double her size with lil' princess flans before you go for the kill.

APPEARANCES:
Cherry Checkpoint Campaign II

MATERIAL DROPS: (from most common to rarest)
Prism
Rainbow Wine
Tiara
Cosmetics*

* Only dropped by a princess flan who has absorbed at least ten lil' princess flans.

TALLOW

Tallows behave nothing like their flan cousins. In their normal state, they're slow-moving foes that are capable of only a single close-range attack. But when their wicks get lit by flame (by approaching a torch in the Commoner's Graveyard, or being hit by a fire-type spellbook in the Royal Library), the tallow catches on fire and charges around the battlefield at random, damaging itself and anyone else it smashes into. If you can capture it (you can grab it after it hits something or you nail it with a thrown object), you can press B to fire globs of flaming wax at your foes.

APPEARANCES:
Royal Library Campaign
Commoner's Graveyard Campaign

*Only dropped by tallows with lit wicks.

MATERIAL DROPS: (from most common to rarest)
Cosmetics
Metal Lighter*
Fireworks*
Death Mask*

THE TONBERRY TRIBE

They may be adorable, but the tonberries are sneaky and ruthless assassins. While the standard tonberry differs visually from the amok and queen versions only in their choice of costumes and weapons, each version uses drastically different tactics to bring down their targets.

TONBERRY

Standard tonberries are opportunists who wander aimlessly around the battlefield until Layle enters their field of vision. Once they notice Layle, they'll bide their time until they're off-camera, and then rush in, stop just behind him, and attempt a powerful backstab attack. A tonberry in the shadows is a deadly threat, but once it's spotted, there's little a tonberry can do to protect itself. Knock them down, pick them up, and press B to use their knife on targets of your choice. A single stab should prove fatal to any normal foe.

Moogle Woods Station Campaign
Royal Library Campaign
Holy Mountain Way Campaign II
Commoner's Graveyard Campaign
Moogle Woods Station Campaign II

MATERIAL DROPS: (from most common to rarest)

Spice
Fine Blade
Keepsake
Tableware*

* Only dropped when a tonberry is slain by a captured tonberry's knife.

TONBERRY AMOK

Tonberry amoks don't ever move. When the combat phase begins, they're already in their preferred hiding spot, where they won't show up on your map. From there, they'll use tonberry magic to strike at Layle with a floating cursed spike. Stay moving and use your evasive roll to dodge the spike as it plunges down upon you, and then lock on to the spike and swing the Wii Remote upward to capture it. The spike then spins like a compass, pointing you straight to its controller. Run in that direction until you spot the tonberry, then return the spike to its owner, point-first, for a one-hit kill.

APPEARANCES:

Moogle Woods Station Campaign
Royal Library Campaign
Commoner's Graveyard Campaign
Moogle Woods Station Campaign II

MATERIAL DROPS: (from most common to rarest)

Moogle Doll
Designer Dart
Keepsake

TONBERRY QUEEN

The tonberry queen's preferred mode of attack is getting around ten feet away from Layle and sending her curse-inflicting teddy bear to run along the ground after him. If you knock her down or throw her and allow her to get up, she'll drop the teddy bear and draw a chainsaw instead. Knock her down and let her rise a second time and she'll enter a rage state. Her nearby minions respond to their queen's distress, and the once-cautious standard tonberries suddenly begin rushing in from all directions. It's easy enough to keep the tonberry queen in her normal state by repeatedly attacking her so she can't get up, but allowing her to enter her later states is the key to earning rare material drops.

APPEARANCES:

Commoner's Graveyard Campaign
Moogle Woods Station Campaign II

MATERIAL DROPS: (from most common to rarest)

Tableware
Rainbow Wine
Tiara
Teddy Bear*
Fine Blade**
Keepsake**
License***
Ribbon***

* Only dropped when a tonberry queen is slain by a captured tonberry's knife.
** Only dropped by a tonberry queen who has drawn her chainsaw.
*** Only dropped by a tonberry queen who is enraged.

TENTACLED TERRORS

Malboros and hydras are both composed of a core with a gaping mouth and four independently functioning tentacles. You can force open their mouths by locking on to the core and swinging the Wii Remote upward, then either toss foes and objects down their gullets, or yank out their tongues and force them to bite down upon it (with downward Wii Remote swings). Both tactics can be effective ways to defeat these powerful foes, and you'll earn plenty of medals in the process.

MALBORO

A malboro's main offense comes from its tentacles, which can come in one of four elemental variations. Tentacles with a red sparkle spit fire, ones with a blue sparkle spit pools of slippery water, ones with a green sparkle target the core with healing spells, and ones with a gold sparkle kindly spit coins onto the battlefield. When you lock on to a tentacle, you can swing the Wii Remote upward to do a leaping attack, or horizontally to change the direction that the tentacle faces. Ideally, you want the red and blue tentacles facing other parts of the malboro, and the green ones facing away from it. With the malboro damaging itself (or at the very least not healing itself), you can focus your offense on the core by forcing it to bite its own tongue or pelting it with attacks from other creatures on the battlefield. Note that when the tentacles die, they'll leave behind bulbs that can be thrown into the malboro's mouth for all sorts of fun, medal-generating effects.

APPEARANCES:

- Eastern Wildlands Campaign II
- Forgotten Forest Campaign II

MATERIAL DROPS: (from most common to rarest)

- Spice
- Tongue
- Ornamental Plant
- Myrrh Seedling

HYDRA

The hydra begins each battle with its core submerged and immune to attack. You'll have to target its tentacles with thrown objects or lunging attacks to defeat them one by one, which causes the hydra to slowly rise to the surface. Once you've taken out a tentacle or two, the core should have emerged enough that you're able to target it with thrown objects, which cause the tentacles to rotate and allow you to hit the more distant ones. When all four tentacles have been destroyed, the hydra surfaces completely, and you'll be able to yank its mouth open. You can force it to bite its own tongue, but it's often faster to just toss objects into its mouth until it gets so full that it drowns.

APPEARANCES:

- Silent Spring Campaign

MATERIAL DROPS: (from most common to rarest)

- Tongue
- Monster Buffet
- Deadly Poison

MECHANIZED MONSTROSITIES

The three variations of the crystal armor differ only in the armaments with which they come pre-equipped: machine guns, cannons, flamethrowers, armor, auto-repair devices, and shield generators are all options, and the more powerful variations can carry a whole lot of gear. You're free to yank off the free-floating pieces and use them yourself, but they'll go right back to the machine when you're done with them.

Fortunately, these powerful weapons have a very conspicuous weakness: the emergency lever in their backs. Lock on to it and give it a vertical yank to fire the machine's thrusters and send it blasting forward. If it hits something, the machine enters a stunned state. If you yank the lever again while it's stunned, you can disarm the machine, stripping away all of its toys. A disarmed crystal machine can be stunned with the same thruster trick, or by giving it a horizontal spin. Knock it down one way or the other, and the next yank on the lever ejects the pilot, destroying the contraption entirely.

CRYSTAL ARMOR

The crystal armor is the most lightly armed of the mechanical foes. Their standard payload consists of a grenade launcher and mounted machine guns, and they typically come equipped with either an auto-repair device or a shield generator. Note that while they all look the same, one of the participants in the first Aerial Prison Interior battle is a commander, and only he wields a cannon.

APPEARANCES:

- Aerial Prison Interior

MATERIAL DROPS: (from most common to rarest)

- Nut
- Replica Gun
- Crystal Circuit
- License*

* Dropped by the crystal armor commander only.

DEATH MACHINE

Death machines behave in the same manner as crystal armor machines, but carry a heavier payload that includes a free-floating crystal cannon, as well as additional mounted weapons.

APPEARANCES:

- Victory Hill Monument Campaign II
- Prison Sands Campaign II

MATERIAL DROPS: (from most common to rarest)

- Board Game
- Replica Gun
- Crystal Circuit

OMEGA SLAVE

The Omega Slave is the most heavily armed of all machines, wielding a flamethrower in addition to the standard armaments. But the rewards have scaled along with the perils, and Omega Slaves drop rare Crystal Circuits more often than the previous models, and even drop super-rare Dark Matter for very lucky players.

APPEARANCES:	MATERIAL DROPS: (from most common to rarest)
Aerial Prison Interior Campaign	Replica Gun
	License
	Crystal Circuit
	Dark Matter

TOWERING TITANS

The King Behemoth and Iron Giant only appear in a single campaign each, but these massive foes certainly make an impact. You can't knock them down and your lunging attacks do barely any damage, so you'll need to dig deep into your bag of tricks to humble these powerful creatures.

KING BEHEMOTH

The King Behemoth dominates the first Snowfields campaign, sending enemies flying with a swing of his club and spraying deadly meteors around the battlefield. Unless you have a very high Attack stat, you won't do much damage by throwing objects and enemies at the king, although it's a safer tactic than locking on to him and doing leaping lunge attacks. If you're lucky, the King Behemoth will use his meteor attack; after rolling out of the way, you can pick up the powerful meteors and throw them right back at him. Another option is to wait until after King Behemoth swings his club, then lock on to its body and swing your Wii Remote horizontally. If the king is standing in soft snow, he'll drill down into it and end up partially buried. If you lock on and perform a lunging attack while the king is buried, you'll break off his horn, which you can then pick up and use to fire meteors of your own!

APPEARANCES:	MATERIAL DROPS: (from most common to rarest)
Snowfields Campaign	Crown
	Fireworks
	Ribbon
	Ivory Object*
	Dark Matter*

- These materials are only dropped by a King Behemoth Horn that has been broken off and used up by the player.

IRON GIANT

The Iron Giant first appears as a slumbering hunk of metal in the Harvest Prairie. But if you lock on to the cogwheel in its back and give it a spin, you can recharge and awaken the titan. Once awakened, the Iron Giant consumes massive amounts of energy, and you'll need to keep it continuously charged to prevent it from collapsing back into its slumbering state. Instead of turning the cogwheel, keep it powered up by targeting it with the electric attacks of captured coeurl enemies and throwing objects at it. When it's fully charged, it becomes able to use its powerful eye beam to lay waste to everything around it. Why would you want it to be able to do such a thing? Because if you lock on to the giant's body and swing the Wii Remote upward, Layle executes a lunge attack that knocks the giant's visor down over its eyes. If it uses its beam attack before it can lift its visor again, the only thing it ends up destroying is itself.

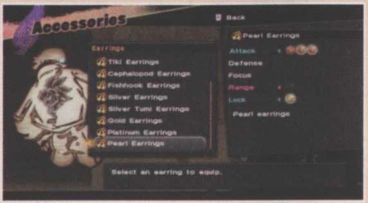
APPEARANCES:	MATERIAL DROPS: (from most common to rarest)
Harvest Prairie Campaign	Hand Strap
	Crystal Circuit
	Nut*
	Train Model**
	Action Figure**

* Only dropped by inactive (slumbering) Iron Giants.
** Only dropped by fully charged Iron Giants.

ACCESSORIES & MATERIALS

ACCESSORIES

CUSTOMIZING YOUR BEARER



Select an earring to equip.

Layle doesn't need armor or weapons, but he can get a boost from a few stylish accessories. Layle can simultaneously equip a ring, earring, and amulet, and can gain significant stat boosts and a special ability from each one. There are 150 total accessories in *The Crystal Bearers*, and Layle has room in his inventory for all of them!

MAKING AND BUYING ACCESSORIES

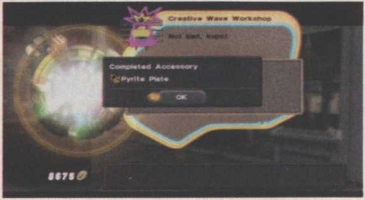
There are two ways to acquire accessories. First, you can buy them at jewelry stores, where moogles under green neon signs sell between three and five accessories a piece. Jewelry stores are quite rare, although you can always find a jewelry dealer on the Selkie Train. There's a different dealer with different stock for each Selkie Train destination.

While jewelry stores are convenient, they sell only a small percentage of the accessories that are available in the game. To gain access to a wider array of accessories (and earn them more cheaply), you'll need to make them yourself at the moogle workshops that are marked by a pot-shaped neon sign.

the Clavats who succumbed to Lilty rule, the Selkies were able to

To make an accessory, you'll need to combine three specific materials. These items can be purchased, found in chests, or earned by defeating enemies. You can make any accessory at any moogle workshop, although each workshop only lists the accessories for which you have at least one material.

VARIANT ACCESSORIES



Not bad, kupo!

For each accessory, there are two variations that share the same recipe and stats, but possess an added ability. Variations do not appear in the workshop accessory list, but are typically created by accident. For example, when you hand over the ingredients for a standard Cloth Ward, you may end up with a variant Bonfim Bracer instead. It's fairly rare to get a variation on your first try, but don't worry: if you get the standard version the first time you make an accessory, you'll be guaranteed to get the variations on your second and third tries. (You'll never make the same accessory twice.)

BOOSTING YOUR STATS

The primary function of accessories is to boost your five basic stats. Each accessory provides a bonus of up to four points to each stat. The maximum combined bonus you can have in any stat is five points; if each of your accessories add +2 to your attack, you'll still end up with a total bonus of only +5. The five stats are:

Attack affects the amount of damage you inflict whenever you hurt an enemy, whether it's by knocking them down or throwing things at them. Each point adds 20% to your base Attack.

Defense affects the amount of damage you take from enemy attacks. Each point adds 60% to your base Defense.

Focus affects how quickly you can lock on to targets. Each point increases your lock on power by 100%; at higher levels, you should be able to lock on to most nearby objects and foes instantly!

Range affects the distance from which you can lock on to targets. Layle has a default range of about 12 meters, and each point in this stat increases his range by 1.5 meters.

Goblin Hunter
GET!

You found a Crystal Circuit!

Luck affects which materials your foes drop when defeated. You'll need to have a very high Luck stat to have a realistic chance of getting the rare drops from each monster.

ACCESSORY ABILITIES

Each variant accessory grants a special ability to Layle, allowing him to have a total of three special abilities at once. You can never have the same special ability twice, even if it's at two different levels; if one accessory provides Time Extend (Medium) while another provides Time Extend (Small), only the Time Extend (Medium) counts.

Ability	Effect
1 Life/X sec.	You recover 1 HP every X seconds.
Auto-Recover	You automatically rise to your feet after being knocked down.
Capture Time x2	The amount of time you can hold a captured object or foe is doubled.
Cursor Area x3	The diameter of your on-screen cursor triples.
Cursor Area x3 (2P)	Same as above, but also affects the second player's cursor.
Damage Dealt +1	Deals 1 additional HP worth of damage whenever you damage a foe.
Damage Nullify X%	Whenever you are dealt damage, there is an X% chance the damage will be completely nullified.
Damage Taken -1	Whenever you are dealt damage, the amount of damage is reduced by 1 HP.
Double gil drops	Whenever you pick up coins, the amount of gil you earn is doubled.
Heart Recovery xX	Whenever you collect a green heart, you gain X HP.
Prevent slipping on ice	You retain normal control on icy surfaces.
Repel insect eggs	You take no damage from insect eggs.
Repel sticky bombs	You take no damage from sticky bombs.
Resist flinching	You do not react in any way to most enemy attacks.
Resist knockdown	You cannot be knocked down by most enemy attacks.
Resist many ailments	You take no damage from any status condition.
Resist static	You take no damage from static.
Rolling deals damage	Your evasive roll deals damage based on your base Attack stat.
Static Damage x10	Deals 10x time normal damage to foes when you deal static damage (via electrical objects or other enemies' attacks).
Time Extend (Small)	Whenever you defeat a foe, the combat phase is lengthened by two seconds.
Time Extend (Medium)	Whenever you defeat a foe, the combat phase is lengthened by four seconds.
Time Extend (Large)	Whenever you defeat a foe, the combat phase is lengthened by seven seconds.

AMULETS

AMULET

STATS

Attack◇◇◇◇	Defense◆◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

40 gil	Nut	Moogle Doll	Cool Specs

VERSIONS

AMULET	TALISMAN	ATHAME
(no abilities) Selkie Train: 800 gil	Auto-Recover Selkie Guild: 960 gil	Cursor Area x 3 Selkie Guild, Selkie Train (to Prison Sands Station): 960 gil

CLOTH WARD

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

120 gil	Moogle Doll	Leatherwork	Metal Lighter

VERSIONS

CLOTH WARD	BONFIM BRACER	SACRIFICIAL DOLL
(no abilities) Selkie Train: 1600 gil	Time Extend (Small) Capital — Clock Plaza: 1920 gil	Damage Nullify 5% Not for sale

GLASS WARD

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

120 gil	Bottle Cap	Metal Lighter	Yo-Yo

VERSIONS

GLASS WARD	NAZAR BONCUGU	CURANDERO CHARM
(no abilities) Selkie Train: 2400 gil	Repel insect eggs Not for sale	Heart Recovery x 2 Capital — Clock Plaza: 2880 gil

IRON WARD

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

160 gil	Metal Lighter	Four-Leaf Clover	Tasty Tidbit

VERSIONS

IRON WARD	**MAGNETITE CHARM**	**HORSESHOE**
(no abilities) Selkie Train: 3200 gil	Prevent slipping on ice Not for sale	Capture Time x 2 Lett Aqueduct: 3840 gil

BRONZE WARD

STATS

Attack◇◇◇◇	Defense◆◆◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

200 gil	Moogle Doll	Antique	Capsule Toy

VERSIONS

BRONZE WARD	**BEAR IDOL**	**TIWANAKU**
(no abilities) Selkie Train: 4000 gil	Resist knockdown Not for sale	Auto-Recover Not for sale

COPPER WARD

STATS

Attack◇◇◇◇	Defense◆◆◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

240 gil	Tasty Tidbit	Antique	Tableware

VERSIONS

COPPER WARD	**GRYLLI BUCKLE**	**DEMON URN**
(no abilities) Selkie Train (to Red Leaf Station): 4800 gil	Repel insect eggs Not for sale	Damage Nullify 5% Not for sale

SILVER WARD

STATS

Attack◇◇◇◇	Defense◆◆◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

280 gil	Capsule Toy	Tableware	Hand Strap

VERSIONS

SILVER WARD	**MYTHRIL PLATE**	**STARRY CHARM**
(no abilities) Selkie Train (to Red Leaf Station): 5600 gil	Damage Taken -1 Holy Mountain Way: 6720 gil	Damage Nullify 10% Not for sale

GOLD WARD

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◆◆◇	Luck◇◇◇◇

COST AND INGREDIENTS

320 gil	Four-Leaf Clover	Hand Strap	Train Model

VERSIONS

GOLD WARD	**PYRITE PLATE**	**GOLDEN CAT**
(no abilities) Selkie Train (to Red Leaf Station): 6400 gil	Resist many ailments Not for sale	Double gil drops Not for sale

PLATINUM WARD

STATS

Attack◆◇◇◇	Defense◆◆◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

360 gil	Hand Strap	Holy Relic	Buried Treasure

VERSIONS

PLATINUM WARD	**MÉDAILLE NECKLACE**	**THOR'S HAMMER**
(no abilities) Selkie Train (to Red Leaf Station): 7200 gil	Heart Recovery x 2 Selkie Train (to Moogle Woods Station): 8640 gil	Damage Dealt +1 Not for sale

PEARL

STATS

Attack◇◇◇◇	Defense◆◆◆◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

400 gil	Tableware	Holy Relic	Crown

VERSIONS

PEARL	**HOPE PEARL**	**LAO TZU PEARL**
(no abilities) Not for sale	Damage Taken -1 Not for sale	Resist static Not for sale

EMERALD

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◆◆◇	Luck◆◇◇◇

COST AND INGREDIENTS

440 gil	Train Model	Fine Blade	Comm. Stamp

VERSIONS

EMERALD	**NERO'S SPECTACLES**	**MOGUL EMERALD**
(no abilities) Not for sale	Cursor Area x3 Selkie Train (to Moogle Woods Station): 10560 gil	Damage Nullify 10% Not for sale

RUBY

STATS

Attack◇◇◇◇	Defense◆◆◇◇	Focus◆◇◇◇	Range◆◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

480 gil	Fine Blade	Crown	Spinning Top

VERSIONS

RUBY (no abilities) Not for sale	**BLACK PRINCE RUBY** Repel sticky bombs Not for sale	**ROSSER REEVES RUBY** Time Extend (Medium) Not for sale

SAPPHIRE

STATS

Attack◇◇◇◇	Defense◆◆◆◆	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

520 gil	Crown	Ornamental Plant	Trading Card

VERSIONS

SAPPHIRE (no abilities) Not for sale	**BLUE GIANT** Resist flinching Not for sale	**LAPIS LAZULI CHARM** Damage Nullify 10% Not for sale

DIAMOND

STATS

Attack◇◇◇◇	Defense◆◇◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◆◆◆◇

COST AND INGREDIENTS

560 gil	Fine Blade	License	Keepsake

VERSIONS

DIAMOND (no abilities) Not for sale	**DARYA-I-NUR** Resist knockdown Not for sale	**KOH-I-NUR** Time Extend (Large) Not for sale

CARBIDE PLATE

STATS

Attack◆◇◇◇	Defense◆◆◇◇	Focus◆◇◇◇	Range◆◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

600 gil	Ornamental Plant	Board Game	Artwork

VERSIONS

CARBIDE PLATE (no abilities) Not for sale	**ORICHALCUM PLATE** Damage Taken -1 Not for sale	**SCARLETITE PLATE** Damage Dealt +1 Not for sale

WHITE STONE

STATS

Attack◆◇◇◇	Defense◆◆◆◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◆◇◇

COST AND INGREDIENTS

640 gil	Ornamental Plant	License	Crystal Circuit

VERSIONS

WHITE STONE (no abilities) Not for sale	**PHILOSOPHER'S STONE** Double gil drops Not for sale	**STONE OF THE FALLEN** 1 Life/3 sec. Not for sale

ANKH

STATS

Attack◇◇◇◇	Defense◆◆◇◇	Focus◆◇◇◇	Range◆◆◇◇	Luck◆◆◇◇

COST AND INGREDIENTS

680 gil	Keepsake	Ribbon	Forever Fruit

VERSIONS

ANKH (no abilities) Not for sale	**PENTALPHA SEAL** Heart Recovery x3 Not for sale	**SOLOMON'S SEAL** Cursor Area x3 Not for sale

CARBUNCLE

STATS

Attack◇◇◇◇	Defense◆◆◆◆	Focus◇◇◇◇	Range◆◆◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

720 gil	Trading Card	Crystal Circuit	Ribbon

VERSIONS

CARBUNCLE (no abilities) Not for sale	**MYRRH AMBER** Damage Nullify 30% Not for sale	**PLEIADES CHARM** Damage Taken -1 Not for sale

EARRINGS

GLASS EARRINGS

STATS

Attack◆◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

52 gil	Nut	Bottle Cap	Leatherwork

VERSIONS

GLASS EARRINGS	CHANCHITOS EARRINGS	SEED EARRINGS
(no abilities) Not for sale	Resist knockdown Selkie Guild: 1248 gil	Rolling deals damage Not for sale

IRON EARRINGS

STATS

Attack◆◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

104 gil	Leatherwork	Four-Leaf Clover	Spice

VERSIONS

IRON EARRINGS	TIKI EARRINGS	DRUID BELL EARRINGS
(no abilities) Not for sale	Auto-Recover Capital — Clock Plaza: 2496 gil	1 Life/10 sec. Not for sale

BRONZE EARRINGS

STATS

Attack◆◆◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

156 gil	Bottle Cap	Spice	Prism

VERSIONS

BRONZE EARRINGS	CEPHALOPOD EARRINGS	FISHHOOK EARRINGS
(no abilities) Not for sale	Damage Dealt +1 Lett Aqueduct: 3744 gil	Cursor Area x3 (2P) Selkie Train (to Prison Sands Station): 3744 gil

COPPER EARRINGS

STATS

Attack◆◆◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

208 gil	Spice	Prism	Tin Can

VERSIONS

COPPER EARRINGS	KOKOPELLI EARRINGS	BA GUA EARRINGS
(no abilities) Not for sale	Heart Recovery x2 Not for sale	Rolling deals damage Not for sale

SILVER EARRINGS

STATS

Attack◆◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◆◇◇

COST AND INGREDIENTS

260 gil	Tasty Tidbit	Prism	Tin Can

VERSIONS

SILVER EARRINGS	MYTHRIL EARCUFFS	SILVER TUMI EARRINGS
(no abilities) Selkie Train: 5200 gil	Damage Dealt +1 Not for sale	1 Life/10 sec. Holy Mountain Way: 6240 gil

GOLD EARRINGS

STATS

Attack◆◆◇◇	Defense◆◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

312 gil	Spice	Tin Can	Buried Treasures

VERSIONS

GOLD EARRINGS	PYRITE EARRINGS	GOLD TUMI EARRINGS
(no abilities) Selkie Train: 6240 gil	1 Life/10 sec. Not for sale	Capture Time x2 Not for sale

PLATINUM EARRINGS

STATS

Attack◆◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◆◇◇◇	Luck◆◆◇◇

COST AND INGREDIENTS

364 gil	Tasty Tidbit	Fireworks	Comm. Stamp

VERSIONS

PLATINUM EARRINGS	HOLY EARRINGS	VILCABAMBA EARRINGS
(no abilities) Selkie Train: 7280 gil	Damage Nullify 5% Not for sale	Resist knockdown Not for sale

PEARL EARRINGS

STATS

Attack◆◆◆◇	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

416 gil	Ivory Object	Fireworks	Tea Leaves

VERSIONS

PEARL EARRINGS	HOPE EGG EARRINGS	CORNO EARRINGS
(no abilities) Selkie Train: 8320 gil	Time Extend (Medium) Not for sale	Damage Dealt +1 Not for sale

EMERALD EARRINGS

STATS

Attack♦♦◇◇	Defense♦◇◇◇	Focus◇◇◇◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

468 gil	Holy Relic	Ivory Object	Comm. Stamp

VERSIONS

EMERALD EARRINGS	ROYAL SARPECH	THIRD EYE EARRINGS
(no abilities) Not for sale	Resist knockdown Selkie Train (to Moogle Woods Station): 11232 gil	Damage Taken -1 Not for sale

RUBY EARRINGS

STATS

Attack♦♦♦◇	Defense◇◇◇◇	Focus◇◇◇◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

520 gil	Ivory Object	Fireworks	Artwork

VERSIONS

RUBY EARRINGS	LADYBUG EARRINGS	PEPERONCINO EARRINGS
(no abilities) Not for sale	Auto-Recover Not for sale	Repel insect eggs Not for sale

SAPPHIRE EARRINGS

STATS

Attack♦◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range♦♦♦◇	Luck♦◇◇◇

COST AND INGREDIENTS

572 gil	Train Model	Fireworks	Comm. Stamp

VERSIONS

SAPPHIRE EARRINGS	LAPIS LAZULI EARRINGS	BLUEBIRD EARRINGS
(no abilities) Not for sale	Damage Nullify 10% Not for sale	Double gil drops Not for sale

DIAMOND EARRINGS

STATS

Attack♦♦◇◇	Defense♦◇◇◇	Focus♦◇◇◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

624 gil	Tea Leaves	Board Game	Artwork

VERSIONS

DIAMOND EARRINGS	HAMSA EARRINGS	HYGIEIA EARRINGS
(no abilities) Not for sale	Cursor Area x3 Not for sale	Heart Recovery x3 Not for sale

ORICHALCUM EARRINGS

STATS

Attack♦♦♦♦	Defense◇◇◇◇	Focus◇◇◇◇	Range♦◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

676 gil	Ivory Object	Artwork	Cosmetics

VERSIONS

ORICHALCUM EARRINGS	SCORPION EARCUFFS	DORJE EARRINGS
(no abilities) Not for sale	1 Life/5 sec. Not for sale	Rolling deals damage Not for sale

HEADPHONES

STATS

Attack♦♦◇◇	Defense♦◇◇◇	Focus♦◇◇◇	Range♦♦◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

728 gil	Deadly Poison	Tiara	Teddy Bear

VERSIONS

HEADPHONES	RIBBON	MANTRA EARRINGS
(no abilities) Not for sale	Resist many ailments Not for sale	Damage Nullify 5% Not for sale

ANKH EARRINGS

STATS

Attack♦♦♦♦♦	Defense◇◇◇◇	Focus◇◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

780 gil	Cosmetics	Traffic Ticket	Action Figure

VERSIONS

ANKH EARRINGS	PENTALPHA EARRINGS	SOLOMON'S EARRINGS
(no abilities) Not for sale	Double gil drops Not for sale	Auto-Recover Not for sale

PAPAOPAMAS EARS

STATS

Attack♦◇◇◇	Defense◇◇◇◇	Focus◇◇◇◇	Range♦◇◇◇	Luck♦♦♦♦

COST AND INGREDIENTS

832 gil	License	Forever Fruit	Tiara

VERSIONS

PAPAOPAMAS EARS	MYRRH DROPLET	PLEIADES EARRINGS
(no abilities) Not for sale	Cursor Area x3 (2P) Not for sale	Damage Dealt +1 Not for sale

RINGS

GLASS RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◇◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

64 gil	Cool Specs	Yo-Yo	Four-Leaf Clover

VERSIONS

GLASS RING	CORAL RING	GLASS THIMBLE
(no abilities) Not for sale	Resist static Selkie Guild, Capital — Clock Plaza: 1536 gil	Double gil drops Not for sale

SILVER RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◆◇◇	Range◆◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

320 gil	Four-Leaf Clover	Tongue	Designer Dart

VERSIONS

SILVER RING	MYTHRIL RING	AERIAN ROD
(no abilities) Selkie Train (to Grassland Station): 6400	Cursor Area x3 Not for sale	Rolling deals damage Holy Mountain Way: 7680 gil

IRON RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◇◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

128 gil	Yo-Yo	Tasty Tidbit	Tongue

VERSIONS

IRON RING	ARMED RING	CHAIN RING
(no abilities) Not for sale	Damage Taken -1 Selkie Train (to Prison Sands Station): 3062 gil	Static Damage x10 Not for sale

GOLD RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◆◆◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

384 gil	Tongue	Designer Dart	Stuffed Specimen

VERSIONS

GOLD RING	PYRITE RING	DRAUPNIR
(no abilities) Selkie Train (to Grassland Station): 7680	Prevent slipping on ice Holy Mountain Way: 9216 gil	Double gil drops Not for sale

BRONZE RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◆◇◇	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

192 gil	Tongue	Capsule Toy	Designer Dart

VERSIONS

BRONZE RING	SKULL RING	MELLOW RING
(no abilities) Not for sale	Prevent slipping on ice Selkie Train (to Prison Sands Station): 4608 gil	Time Extend (Small) Lett Aqueduct: 4608 gil

PLATINUM RING

STATS

Attack◇◇◇◇	Defense◆◇◇◇	Focus◆◆◇◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

448 gil	Tableware	Stuffed Specimen	Rainbow Wine

VERSIONS

PLATINUM RING	RUNED RING	CLADDAGH RING
(no abilities) Selkie Train (to Grassland Station): 8960	Rolling deals damage Not for sale	Cursor Area x3 (2P) Selkie Train (to Moogle Woods Station): 10752 gil

COPPER RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◇◇◇	Range◆◆◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

256 gil	Four-Leaf Clover	Tongue	Hand Strap

VERSIONS

COPPER RING	CHOKER RING	AMBER BUTTERFLY
(no abilities) Not for sale	1 Life/10 sec. Lett Aqueduct: 6144 gil	Capture Time x2 Not for sale

PEARL RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus◆◆◆◇	Range◇◇◇◇	Luck◆◇◇◇

COST AND INGREDIENTS

512 gil	Designer Dart	Stuffed Specimen	Rainbow Wine

VERSIONS

PEARL RING	EMPRESS RING	REINDEER RING
(no abilities) Selkie Train (to Moogle Woods or Grassland Station): 10240	Capture Time x2 Not for sale	Auto-Recover Not for sale

EMERALD RING

STATS

Attack♦◇◇◇	Defense◇◇◇◇	Focus♦♦◇◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

576 gil	Tea Leaves	Rainbow Wine	Spinning Top

VERSIONS

EMERALD RING (no abilities) Not for sale	**CONQUEROR RING** Time Extend (Medium) Not for sale	**NIBHURREREYA** Capture Time x2 Not for sale

ORICHALCUM RING

STATS

Attack♦◇◇◇	Defense♦◇◇◇	Focus♦♦♦◇	Range♦◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

832 gil	Spinning Top	Replica Gun	Deadly Poison

VERSIONS

ORICHALCUM RING (no abilities) Not for sale	**OUROBOROS RING** Rolling deals damage Not for sale	**MUZZLE RING** Damage Nullify 15% Not for sale

RUBY RING

STATS

Attack◇◇◇◇	Defense◇◇◇◇	Focus♦♦♦♦	Range◇◇◇◇	Luck◇◇◇◇

COST AND INGREDIENTS

640 gil	Stuffed Specimen	Board Game	Replica Gun

VERSIONS

RUBY RING (no abilities) Not for sale	**SCARAB RING** Rolling deals damage Not for sale	**FLAME RING** 1 Life/5 sec. Not for sale

GLOVES

STATS

Attack♦◇◇◇	Defense♦◇◇◇	Focus♦♦♦◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

896 gil	Board Game	Replica Gun	Myrrh Seedling

VERSIONS

GLOVES (no abilities) Not for sale	**GAUNTLETS** Resist knockdown Not for sale	**ARHAT RAVE** Resist flinching Not for sale

SAPPHIRE RING

STATS

Attack♦◇◇◇	Defense♦◇◇◇	Focus♦♦◇◇	Range♦◇◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

704 gil	Tea Leaves	Keepsake	Monster Buffet

VERSIONS

SAPPHIRE RING (no abilities) Not for sale	**LAPIS LAZULI RING** Repel sticky bombs Not for sale	**WIND RING** Auto-Recover Not for sale

ANKH RING

STATS

Attack◇◇◇◇	Defense♦◇◇◇	Focus♦♦♦◇	Range♦♦◇◇	Luck♦◇◇◇

COST AND INGREDIENTS

960 gil	Board Game	Keepsake	Monster Buffet

VERSIONS

ANKH RING (no abilities) Not for sale	**SOLOMON'S RING** Capture Time x2 Not for sale	**PENTALPHA RING** Time Extend (Large) Not for sale

DIAMOND RING

STATS

Attack◇◇◇◇	Defense♦◇◇◇	Focus♦♦◇◇	Range♦◇◇◇	Luck♦♦◇◇

COST AND INGREDIENTS

768 gil	Rainbow Wine	Board Game	Keepsake

VERSIONS

DIAMOND RING (no abilities) Not for sale	**GIMEL RING** Capture Time x2 Not for sale	**WATER RING** Damage Taken -1 Not for sale

FORCE RING

STATS

Attack♦◇◇◇	Defense♦◇◇◇	Focus♦♦◇◇	Range♦♦◇◇	Luck♦♦◇◇

COST AND INGREDIENTS

1024 gil	Dark Matter	Death Mask	Myrrh Seedling

VERSIONS

FORCE RING (no abilities) Not for sale	**PLEIADES RING** Heart Recovery x4 Not for sale	**MYRRH RING** 1 Life/2 sec. Not for sale

MATERIALS

ACQUIRING MATERIALS FOR THE WORKSHOP POT

Goblin Hunter
GET!

You found a Crystal Circuit!

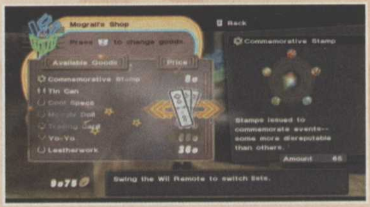
Materials serve primarily as ingredients for making accessories, but excess materials can also be used to unlock emblems. You'll primarily earn materials in combat, where they're dropped by defeated foes. Each foe can drop multiple materials, and you'll earn rarer materials if you have a high Luck stat.

FIXED AND RANDOM-STOCK MOOGLE SHOPS

...had to satisfy the former (Selkie-hating) Lilly King's condition

Materials can also be found in chests and purchased from Moogle shops, which are marked with a neon sign that depicts blue or yellow tools in a green box. Shops with a yellow sign have a limited stock of materials, but may sell rare materials that you haven't yet acquired from chests or defeated foes. Check back from time to time, as their stock may expand as the game progresses.

A blue sign indicates the random-stock moogle shops. Every random-stock shop seems to sell the same seven materials: Nut, Yo-Yo, Bottle Cap, Metal Lighter, Leatherwork, Moogle Doll, and Cool Specs. But when you purchase any item, the message "press Z to change goods" appears. Press Z and swing your Wii Remote to mix up the shop stock and reveal a new stock list of seven materials that may contain any material you've ever acquired previously. If you buy an item from the new list, you'll have the opportunity to press Z and randomize the stock again. Outside of their initial list of seven items, random-stock moogle shops never sell new materials, only the ones you've already acquired through some other means. However, they provide a relatively easy way to get additional copies of rare materials.



Stamps issued to commemorate events--some more disreputable than others.

Swing the Wii Remote to switch lists.

ALPHABETICAL LIST OF MATERIALS

Action Figure	Dropped by: Lost Emperor (golem form), Iron Giant (fully powered)	Random-stock shops only: 8800 gil
Antique	Dropped by: skeleton, kyokotsu, Gashadokuro, bloodbones	Capital — Royal Library: 3500 gil
Artwork	Dropped by: trickface, claytaur, sand shark	Random-stock shops only: 3000 gil
Board Game	Dropped by: death machine, bomb, claymore	Random-stock shops only: 900 gil
Bottle Cap	Dropped by: goblin warrior, goblin samurai	Random-stock shops only: 80
Buried Treasure	Dropped by: killer hound, shadow beast, coeurl, fenrir wolf, behemoth, sand shark, claytaur	Random-stock shops only: 500 gil
Capsule Toy	Dropped by: roller bug, helmet head, trickface, cluster	Capital — Fountain Park Avenue: 300 gil
Commemorative Stamp	Dropped by: goblin healer, cluster	Capital — Royal Library: 80 gil
Cool Specs	Dropped by: skeleton, kyokotsu	Random-stock shops only: 980 gil
Cosmetics	Dropped by: tallow, flan princess	Random-stock shops only: 2700 gil
Crown	Dropped by: King Behemoth, lich	Random-stock shops: 12000 gil
Crystal Circuit	Dropped by: Iron Giant (active), death machine, Omega Slave	Random-stock shops only: 2700 gil
Dark Matter	Dropped by: King Behemoth, Omega Slave	Random-stock shops only: 98000 gil
Deadly Poison	Dropped by: hydra, lich, Lost Emperor (tree-fort form)	Random-stock shops only: 3500 gil
Death Mask	Dropped by: tallow, claytaur	Random-stock shops only: 4000 gil
Designer Dart	Dropped by: goblin hunter, tonberry amok, cactuar, jumbo cactuar	Capital — Royal Stadium: 4200 gil

Fine Blade

Dropped by: goblin samurai, tonberry, tonberry queen

Capital — Royal Stadium: 8000 gil

Fireworks

Dropped by: bomb, cluster, pineapple, claymore, King Behemoth, tallow

Random-stock shops only: 980 gil

Forever Fruit

Dropped by: Lost Emperor (tree-fort form), jumbo cactuar

Random-stock shops only: 99000 gil

Four-Leaf Clover

Dropped by: bloomer, malboro

Random-stock shops only: 100 gil

Hand Strap

Dropped by: ahrmian, trickface, goblin healer, Iron Giant (active)

Capital — Royal Library: 1500 gil

Holy Relic

Dropped by: skeleton, kyokotsu, Gashadokuro, bloodbones, Legion, lich

Random-stock shops only: 1700 gil

Ivory Object

Dropped by: bloodbones, Legion, King Behemoth

Capital — Royal Library: 4500 gil

Keepsake

Dropped by: Gashadokuro, Legion, Lost Emperor (golem form), tonberry, tonberry amok, tonberry queen

Random-stock shops only: 1500 gil

Leatherwork

Dropped by: goblin hunter, killer hound, shadow beast

Random-stock shops only: 360 gil

License

Dropped by: tonberry queen, Lost Emperor, Omega Slave

Random-stock shops only: 7500 gil

Metal Lighter

Dropped by: bomb, cluster, pineapple, claymore, tallow

Random-stock shops only: 580 gil

Monster Buffet

Dropped by: coeurl, fenrir wolf, Behemoth, hydra, cluster

Random-stock shops only: 6000 gil

Moogle Doll

Dropped by: killer hound, shadow beast, tonberry amok

Random-stock shops only: 350 gil

Myrrh Seedling

Dropped by: malboro, Lost Emperor (tree-fort form), jumbo cactuar

Random-stock shops only: 9980 gil

Nut

Dropped by: goblin, goblin warrior, Iron Giant (inactive)

Random-stock shops only: 200 gil

Ornamental Plant

Dropped by: bloomer, malboro, cactuar, jumbo cactuar, Lost Emperor (tree-fort form)

Cherry Checkpoint: 1800 gil

Prism

Dropped by: ahrmian, flan, flan princess, goblin healer

Random-stock shops only: 1200 gil

Rainbow Wine

Dropped by: tonberry queen, flan, flan princess

Lett Aqueduct, Cherry Checkpoint: 2300 gil

Replica Gun

Dropped by: goblin hunter, ahrmian, death machine, Omega Slave

Random-stock shops only: 2500 gil

Ribbon

Dropped by: King Behemoth, tonberry queen

Random-stock shops only: 880 gil

Spice

Dropped by: bloomer, malboro, tonberry

Random-stock shops only: 240 gil

Spinning Top

Dropped by: roller bug, helmet head

Capital — Fountain Park: 1350 gil

Stuffed Specimen

Dropped by: sahagin, coeurl, fenrir wolf, behemoth

Random-stock shops only: 2800 gil

Tableware

Dropped by: tonberry, tonberry queen

Random-stock shops only: 2000 gil

Tasty Tidbit

Dropped by: sahagin, sand shark, electric jellyfish

Random-stock shops only: 300 gil

Tea Leaves

Dropped by: Bloomer, tonberry queen

Lett Aqueduct: 1600 gil

Teddy Bear

Dropped by: killer hound, shadow beast, tonberry queen

Random-stock shops only: 3800 gil

Tiara

Dropped by: tonberry queen, flan princess

Random-stock shops only: 12000 gil

Tin Can

Dropped by: sahagin, pineapple

Random-stock shops only: 300 gil

Tongue

Dropped by: ahrmian, trickface, malboro, hydra

Random-stock shops only: 780 gil

Trading Card

Dropped by: goblin warrior, Lost Emperor (golem form), cluster

Capital — Fountain Park: 300 gil

Traffic Ticket

Dropped by: Lost Emperor (bike form), goblin samurai

Random-stock shops only: 40000 gil

Train Model

Dropped by: Iron Giant (fully charged)

Capital — Royal Library: 12000 gil

Yo-Yo

Dropped by: roller bug, helmet head

Random-stock shops only: 680 gil

EMBLEM GALLERY

Any moogle tailor will be happy to change your jacket emblem for you whenever you want to. The gil costs are pretty cheap, but you'll first need to unlock the emblem by donating between 1 and 16 materials from your inventory. Any material works here; a lowly Nut unlocks the same percentage as a priceless piece of Dark Matter.

proceed through the gates and wait on the central platform.

EMBLEMS

Clavat Symbol	Default emblem
Fancy Pink	30 gil + 1 material
Selkie Symbol	30 gil + 1 material
Lilty Symbol	30 gil + 1 material
Old Seaman's Dream	50 gil + 2 materials
World Conquest	50 gil + 2 materials
Wild Heart	50 gil + 2 materials
Lunar Festival	80 gil + 4 materials
Phantom Noise	80 gil + 4 materials
Dynamic Duo	80 gil + 4 materials
Contrast Skull	120 gil + 8 materials
Circuit Star	120 gil + 8 materials
Endless Summer	120 gil + 8 materials
Villainy	120 gil + 8 materials
Beetle Mania	120 gil + 8 materials
Aerial Prisoner	120 gil + 8 materials
Event Horizon	120 gil + 8 materials
Hangman	120 gil + 8 materials
Engine Hum	120 gil + 8 materials
Native Art	120 gil + 8 materials
Wanted	180 gil + 10 materials
Papao Run	180 gil + 10 materials
No-Name Emblem	180 gil + 10 materials
Sky High	180 gil + 10 materials
Cid's Impact	180 gil + 10 materials
Cactuar Fever	180 gil + 10 materials
Watercolor	180 gil + 10 materials
UMA	180 gil + 10 materials
Yellow Locket	180 gil + 10 materials
Apple Memento	180 gil + 10 materials
Burger Devil	250 gil + 12 materials
Miracle Eleven	250 gil + 12 materials
Fisherman Killer	250 gil + 12 materials
Bridge Town Motors	250 gil + 12 materials
Bomber Girl	250 gil + 12 materials
Salute	250 gil + 12 materials
Flying Beauty	250 gil + 12 materials
Dreaming Cat	250 gil + 12 materials
Too Sweet!	250 gil + 12 materials
Bahamut Strike	250 gil + 12 materials
Alexis Emergency	330 gil + 16 materials
Strike Wyverns	330 gil + 16 materials
M's Friend	330 gil + 16 materials
Arms of War	330 gil + 16 materials
Hero's Roar	330 gil + 16 materials
Gemini Myth	330 gil + 16 materials
Carbuncle Red	330 gil + 16 materials
Little King	330 gil + 16 materials
Coddled Princess	330 gil + 16 materials
Crystal Memories	330 gil + 16 materials
Medalist	Reward for 100% medals acquired
Gold Medalist	Reward for 100% gold medals acquired

A THRILLING NEW ADVENTURE!

The Crystal Principle has been thrown dangerously out of balance. Groups of strange and deadly monsters have sprung up, terrorizing the citizens. Were these events caused by tampering with the fragments of the Yuke Crystal, or could this threat be the result of an ancient Yuke Tribe curse?

COMPREHENSIVE WALKTHROUGH

With the help of this guide you can activate Layle's crystal bearer powers and guide him through all of the difficult obstacles on his journey to uncover the truth.

ALFITARIA CAPITAL CITY

Next, approach the stopped Great Clock in the center of the Clock Plaza and look up at it (using ✥ to change your view). Lock onto the gold emblem in its center, and then wave the Wii Remote to soar up to it and reactivate the clock.

014 & 023: STILTZKIN AND RESTART CLOCK

king to Stiltzkin for the first time earns you a bronze Stiltzkin . Speak to him nine more times over the course of the game the gold. Restarting the Great Clock earns you the Restart medal.

h the Great Clock restarted, Gate 2 in the center of the far wall f the Clock Plaza opens up. Proceed through it and into the Shuttle Central Platform.

If you speak to the Lilty Clerk at the entrance to the shuttle train, she tells you that the shuttle is bound for Fountain Park Avenue. Board the shuttle and wait for it to depart.

TREASURE!

Before you board the train for Fountain Park Avenue, you should open the three remaining chests in the Clock Plaza, one in the upper level and two between the three gates to the Shuttle Central Platform. ll three chests contain gil.

033: RUNAWAY SHUTTLE

There's nothing to do while riding the shuttle...except cause a bit of chaos and earn yourself a medal! Lock onto the Shuttle Control Lever at the front of the shuttle and swing the Wii Remote to subject the passengers to some severe turbulence. Do it one to four times to earn the bronze, five to nine times to earn the silver, and ten times or more to earn the gold.

FOUNTAIN PARK AVENUE

Upon arriving at Shuttle Platform 1, examine the bulletin board directly in front of you to find a Warrant for the girl that you saw on the Alexis. Lock onto the Warrant for a closer look at her.

Proceed down the first set of stairs to find a Mail Moogle. Lock onto the letter that he carries and swing the Wii Remote to read a message from Keiss.

Continue down the stairs to reach Fountain Park Avenue. Layle is attacked by a poorly trained ferret that leaps onto him and steals the green Crystal Idol that he picked up from the Alexis. You must recover it using Layle's bearer powers.

TREASURE!

As soon as you finish capturing the ferret, you need to make a hasty exit from Fountain Park Avenue. And that's a shame, because there are six treasure chests scattered around the area (see map), each of which contains gil. Open these chests before capturing the ferret if you want to pad your wallet. You should also shake the Clumsy Girl chasing the ferret—she drops an additional 555 gil.

Your first opportunity to capture the ferret is at the vendor stall near the entrance to Fountain Park Avenue. Lock onto the ferret and wave the Wii Remote to send the ferret scurrying away, knocking over the stall in the process.

Chase the ferret up the first flight of stairs to find it perched atop a hydrant. Lock onto the ferret and fling it again. This also causes the hydrant to burst, releasing a jet of water that can knock you off your feet, so watch your step!

Look for the ferret in a balcony window on the inside curve of the walkway leading up. You can't lock onto the ferret, but you can target the balcony and wave the Wii Remote to leap up to it and send the ferret dashing away again.

Finally, pursue the ferret up the next set of stairs. Lock on to it and swing the Wii Remote up to lift the ferret above your head, completing the task. Wait for the crystal to fall out of its little paws to complete the task.

022: CRYSTAL IDOL RECOVERY

Reclaiming your stolen property from the ferret earns you this medal.

After you retrieve the crystal from the ferret, its owner treats Layle to a cup of tea as an apology. She marvels at Layle's abilities, but warns him that even though the law is not as strict as it once was, using magic inside city limits is still forbidden.

Just then, the girl whose face appeared on the Warrant rushes into Fountain Park Avenue with soldiers in hot pursuit. She hides behind Layle, who uses his powers to stun the guards. When they threaten to arrest him as well, Layle takes the girl by the hand and leaps out the window with her.

HOT PURSUIT

Layle and the girl commandeer a chocobo wagon to make good on their escape, but the soldiers are in hot pursuit, mounted on chocobos of their own. You must use Layle's crystal bearer powers to lock onto the soldiers as they come into range and hurl them off of the road.

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SHUTTLE CENTRAL PLATFORM
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Gate 2
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Gate 3
Gate 1
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3
7
6
5
CLOCK PLAZA
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2
1
1
2
3
4
CAPITAL GATE HALL

DETAILED MAPS

Consult our detailed maps to discover important locations, locate valuable treasure, and find fearsome foes.

MEDAL COLLECTION

Use our detailed guide to obtain all 330 Medals in the game!

ITEMS AND ACCESSORIES

Use our guide to enhance Layle's crystal bearer abilities with many stylish accessories. Hunt down rare materials to craft unique items that boost stats and add special abilities.

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BASED ON A GAME RATED BY THE ESRB EVERYONE E

$17.99 USA/$20.99 CAN/£11.99 Net UK

ISBN-13: 978-074401188-3
ISBN-10: 074401188-4

51799

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